The Automated Scorebook
for Football
User Guide

Version 4.12

STAT CREW SOFTWARE, INC.

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1 About The Automated Scorebook for Football

The Automated Scorebook (TAS) for Football lets you score a football game "live" (play-by-play) and view or print box score information at any point duirng or after the game. You can also print cumulative season statistics immediately after the game has finished. The Remote Display feature lets you display a summary of team and individual statistics on press box monitors to support the electronic media.

Software Features

Key features:

--Score the game play-by-play as action happens
--All statistics (rushing, passing, receiving, returns, etc) are automatically calculated
--Print or display box scores, play-by-play and other reports at any point during the game
--Game reports include: Game participation, Scoring summary, Team statistics, Individual statistics, Drive chart, Defensive statistics, Play-by-play summary, "Quickie" statistics, "Newspaper" box score, Play breakdowns
--Automatically generate the NCAA Summary of Football Game Statistics form
--Generate a variety of cumulative team reports (team, individual, game-by-game and so on)
--Supports college, high school, and professional rules
--Created report text files for word processing or to transmit/fax
--Display current game data on stats display monitors in the press box
--Automatically generate HTML pages for your website
--Individual and team career/historical statistics
--Live stats on the internet (requires TASFTP program)
--Scoreboard message center interface (requires Electronic Scoreboard interface)
--Conference reports include NCAA reporting forms, team and individual leaders (requires Conference package)
--XML data output can be used for electronic reporting (for example, to the NCAA)
--Game viewer for detailed statistics display on a local network (LAN)
--Conference career statistics

2 Installing the Automated Scorebook

System Requirements

The Automated Scorebook for Football requires a standard IBM PC or compatible with at least 640K of memory. The minimum system requirements are:

--CD-ROM drive for software installation
--MS Windows version XP or Vista
--Minimum 6 MB disk space available
--Windows compatible printer

Software Installation

To install the full Windows and DOS software package:

1. Insert the CD into your computer's CD-ROM drive.
2. When prompted select, "Run setup.exe". (see first screen below).
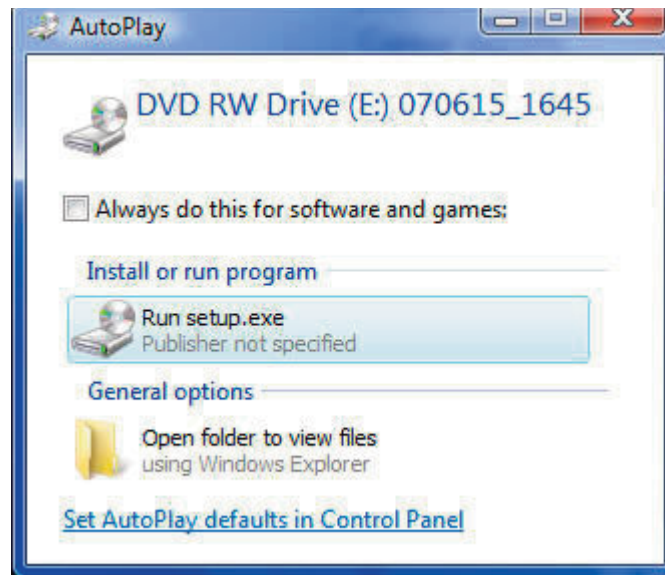
3. This will bring you to the STAT CREW software menu. "The Automated ScoreBook for Football" should be blue and you should be able to click on it (see the next screen).
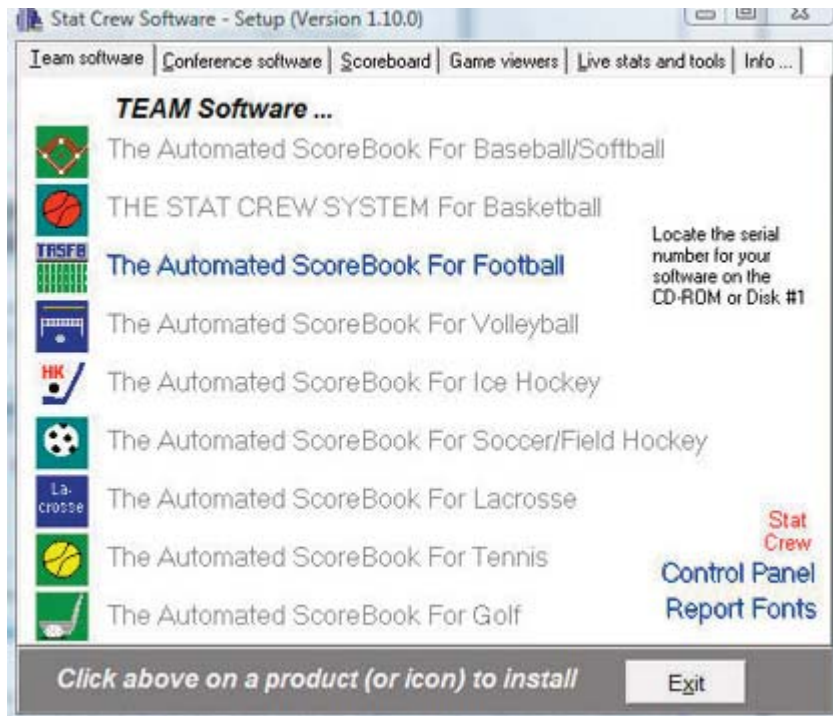
4. When you click on it, it will prompt you for the serial number. Enter the code from the back of the CD case. It is a ten digit number that begins with FB-. (see third screen below).
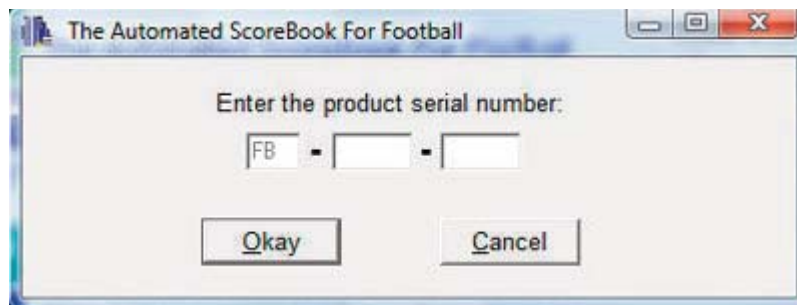
Control Panel

We recommend you also install the Stat Crew Software Control Panel. This tool provides quick access to program functions from a centralized location. You can also use the Control Panel to access software maintenance updates via the internet.

Software Registration

You are prompted for a registration code when you install the software. Enter the registration code located on the reverse side of your CD case. You will also need this registration code if you later re-install the software on another computer.

Sample Game Files

When you install TASVB, a set of sample game files are copied onto your disk. You can use these sample games to generate and test your printer settings, check out the effects of various report options, and so on. You can also use the samples directory to score a

game from an old play-by-play, from a live game, or score a broadcast game to help get a feel for how the play-by-play software works.

Before scoring an actual game, create a new games directory to keep your "real" games separate from the sample games. Refer to Chapter 4 for details on how to set up your own games directory.

3   Getting started

Starting TAS for Football

TAS For Football lets you display and print game and season reports in the Windows environment. However, all game scoring and utilities are run from the TASBS (DOS Scoring) menu. Use the Windows Reports feature to generate reports after you have scored or entered your games from the TASBS (DOS Scoring) menu.

Using the Stat Crew Control Panel

The Stat Crew Control Panel allows you to launch all STAT CREW applications from one icon on your Windows desktop. The Control Panel can also be used to access the down loads page for the selected sport. To download the Control Panel from the internet, go to www.statcrew.com and select **Download software fixes**.

To install it from your CD, select Control Panel from the installer menu.

In the screen capture below, right under the STAT CREW Software logo is
a link called "Updates". This link will immediately direct you to the STATCREW website and allow you to download all updates for all of the software you have installed, without having to type in your serial number.

Using the Windows Start menu

If you choose not to install the Stat Crew Control Panel, you can run the software using the WIndows Start Menu. Select Start | Programs | TAS for Volleyball; then click on the desired program function to run.

Using Windows Reports (overview)

A separate section describing how to use the Windows-based Game Reports and Season Reports features is included in this document. Some of the key points to know are:

Starting reports

Select the Game Reports or Season reports icon in the TAS for Football program folder to generate reports on the Windows desktop. Select the TASFB (DOS Scoring) icon in the TAS for Football program folder to launch the TASFB DOS menu.

Initial Setup

Games directory: Choose a games directory by selecting File | Open directory. Navigate to the desired games directory. Then, open any file in that directory to make it to the active games directory. Note: use Windows Utilities (or DOS Utilities) to create a new games directory -- you cannot create a new games directory within the Game or Season Reports function.

Software settings: Customize the options available on the Settings menu as desired - for both Game Reports and Season Reports. A separate set of options is maintained for each games directory.

Teams list: In the Season Reports program, use the "Teams" list function to select your team before generating reports. The currently selected team is displayed in the main window.

Generating reports

Game reports: Use the Games List function to select a specific game, or use the forward and back buttons on the control bar to browse sequentially through your game files. Select your game files. Select game reports to display from the main menu, or by pressing the associated report button on the control bar.

Season reports: Once you have selected a team you can select season reports to display from the main menu, or by pressing the associated report button on the control bar.

Printing reports: To print a report, select Print on the associated window menu. This displays the Print window so you can select the number of copies, print device to use, and so on.

Manipulating reports: Features that can be used with each report window include: generate the report with "tab stops", copy to clipboard or file, zoom in or out, scroll the report using the mouse or cursor keys, and auto-display of multiple reports.

HTML generation: The HTML menu lets you select and generate HTML pages for your web site, Starting The Automated Scorebook.

Overview of the scoresheet layout (DOS)

TAS FB displays information on the screen that can help you monitor your play inputs. This information includes:

--Current down and distance
--Current quarter
--Drive summary information
--Line score
--Team statistics
--Play summary
--Key individual stats

A sample screen display:

```
Down: 1   Qtr: 2                    <F8>              CM        MU
ToGo: 10  Drive: 5-37 Start:02:12
Ball: MU18                          1st Downs      9         9
<*> CM......   7  0  -  7           Rushes-Yds   21-56     24-106
    MU......   0 14  - 14           Pass Yds      100        89
---------- Play Input -----------   Passing      14-7-3    16-8-1
Pass:7  Res:C To:82 ?:T At:M18      Plays        35-162    40-195
 Tackle:21 29                       Avg/play      4.6       4.9
                                    Return Yds     33        61
                                     Kick ret     2-39       1-8
                                     Punt ret     2-32       1-7
---------- Play Summary ---------    Int ret      1-26       3-46
                                    Fumb-lost     2-2        2-1
J.Morris pass from W.Tarmon for     Penalties     2-10       2-20
17 yards to MU18, 1ST DOWN CM       Punts        3-31.0    4-15.0
(D.Humphrey,J.Williams).            Possession   14:30     15:30
                                    3rd-Dn Eff    2/6        2/9
                                    4th-Dn Eff    0/1        1/1
                                    T/O left       1          2

Press any key to continue...        W.Tarmon: 14-7-3 90 yds
                                    J.Morris: 3-48 yds
```

NOTE: You can toggle between team statistics and individual statistics display on the scoresheet by pressing the **F8** key until the screen you want appears.

Quick startup

This section describes the basic steps you will need to know to get started with TAS For Football. Additional details are described later in this document.

Initial setup

Before you score any games be sure have done the following:

1. Installed the software (see "Installation").
2. Setup In-game and Report options (see "Options").
3. Selected the appropriate Printer type (see "Options").
4. Created a games directory on disk (see "Options").

Pre-game

Before beginning to score a game:

1. If possible, enter teams rosters using the Roster maintenance function in the Utilities program. If you do not have time to do this, the software lets you start scoring a game without team rosters; you can fill them in as the game progresses, or later when you have time.
2. Start the in-game scoring program.
3. Verify your In-game options, Directories and Printer type settings are correct.
4. Verify the scoring rules in effect are correct with Game setup|Rules.
5. Select the visiting and home teams with Game setup | Teams.
6. Enter general game information with Game setup | Game info.
7. If desired, enter the starting lineups with Game setup | Starters, and print the Partici-pation report.
8. If you are using a remote monitor, use Game setup | Remote display to setup for re mote display operations (see "Remote monitor displays").

In-game

The following describes the suggested steps for managing your play inputs in a game (after you have performed the Game setup functions described above). The main focus is to explain the game management functions you should perform at the start of the game, at the end of each quarter, and at the end of the game:

Start of game:

--Select Scoresheet|Input to display the Play Input window.
--Press "**C**" to enter a comment about the coin toss.
--Select Game control and press "**N**" to start a new half for the game. Then spot the ball for the team that is kicking off .
--Press "**K**" then "**O**" to enter the kickoff play.
--Enter the play-by-play action that follows in the Play Input window.
--When prompted, enter a name for the game file name.

During the game:

--Use the LEFT ARROW or **RIGHT ARROW** keys when you need to correct a play input entry.
--Press **ALT+R** from the Play Input window, or select Reports from the Main menu to generate an in-game report at any time.

At the end of the 1st quarter:

--Select Game control and press "**Q**" to indicate the start of the 2nd quarter.
--If desired, generate the Quickie stats (**ALT+7**) and the Play-by-play (**ALT+6**) reports for the 1st quarter.
--Resume scoring the game.

At the end of the 1st half:

--Select Game control and press "**H**" to indicate the end of the half.
--Generate any half-time reports that you need.

At the start of the 2nd half:

--Select Game control and press "**N**" to start the new half. Enter "**3**" for the quarter, "**15:00**" for the clock time, and spot the ball for the team that is kicking off in the 2nd half.
--Press "**C**" to enter a comment about the coin toss if you wish.
--Press "**K**" then "**O**" to enter the kickoff play.
--Continue scoring the game.

At the end of the 3rd quarter:

--Select Game control and press "**Q**" to indicate the start of the 4th quarter.
--Generate reports as described above.
--Resume scoring the game.

At the end of the game:

--Select Game control and press "**H**" to indicate the end of the 2nd half.
--Select Wrapup game from the Main menu to enter final game info.
--Select Reports from the Main menu to generate final game reports.
--Select File | Save game to save the game to disk, then exit the software.

Post-game

Once you have finished scoring the game you can print any of the in-game or cumulative season reports (including the NCAA Summary of Football Game Statistics). A variety of report formats are included in the software. Experiment with these reports to determine which will be useful for you.

Getting around in TAS For Football (DOS)

Using menus

Menus are used to select individual program functions.

1. Press the **UP ARROW** or **DOWN ARROW** keys to move the cursor up or down in a list.
2. Press **ENTER** to perform the current highlighted menu item.
3. Press **ESC** to cancel the current menu or list.

Using windows

Windows are used for entering data or to display game information on the screen. Data entry windows may contain several entry "fields" where you type information while scoring a game.

1. Use the **LEFT ARROW** or **RIGHT ARROW** key to move the cursor within the field.
2. Use the **INSERT** key to toggle between over-type and insert character modes.
3. Use the the **DELETE** key to delete the character to the right of the cursor.
4. Use the the **BACKSPACE** key to delete the character to the left of the cursor.
5. Press **ENTER** to move the cursor to the next field in the window.
6. Use the **DOWN ARROW** or **UP ARROW** key to move to the next/previous field in the window.
7. Use the **TAB** or **SHIFT+TAB** key to move to the next/previous field in the window.
8. Press **CTRL+ENTER** to complete changes to a window (or press **ENTER** through each field).

Using lists

Lists are used to let you select from a group of teams, games or options. The list displays work like menus, except you must use the **DOWN ARROW** or **UP ARROW** key to move to the list item you want to select (and then press **ENTER**). You cannot type the first character of the text to move to a list item.

Using the file viewer (DOS)

Reports that you generate are automatically displayed in the File Viewer after you create it. From there you can browse or print the information in the report.

To scroll through the report:
1. Press **PageUp** or **PageDown** to scroll up or down the report one screen at a time.

2. Press the **DOWN ARROW** or UP **ARROW** to scroll up or down the report one line at a time.
3. Press **HOME** to scroll to the top of the report or **END** to scroll to the end of the report.
4. Press the **RIGHT ARROW** or **LEFT ARROW** to scroll to the right or left within the report.
5. Press a number key (**1**-**9**) to scroll forward/backward within the reports a specific number of lines. You can press the plus (+) key first to scroll forward or the minus (-) key to scroll backward.

<u>To find a spot in the report:</u>
1. Press "**G**" to go to a specific spot in the report.
2. Enter a number in the Go To field to go to a specific line within the report.
3. Enter text characters to go to the next line in the report that contains those text characters.

<u>To copy the information to another file:</u>
1. Press "**C**" to copy the report to another file. You will be prompted for the name of the file to copy the information to. Reports are always copied to the "root" directory of the selected disk drive.

<u>To exit the File Viewer:</u>
1. Press the **ESC** key or press the **ENTER** key.

File Viewer command key summary:

Keyboard shortcuts (DOS)

All of the TAS FB functions can be selected from a menu. However, you can also use "quick key" keyboard shortcuts to rapidly call up many functions from the Play-by-Play Input Screen. The following is a list of the "quick keys" you can use:

Press this key	*To do this:*
ALT+V	Edit the visiting team roster
ALT+H	Edit the home team roster
ALT+R	Display the reports menu
ALT+S	Save the game to disk
ALT+D	Delete the last play entered
ALT+E	Edit the last play entered
ALT+1	Display the scoring summary
ALT+2	Display the team stats
ALT+3	Display the Individual Stats
ALT+4	Display the Drive Chart
ALT+5	Display the Defensive Stats
ALT+6	Display the Play-by-Play Summary
ALT+7	Display the Quickie Stats
RIGHT ARROW	Edit the current drive
LEFT ARROW	Select a drive to edit
DOWN ARROW	Select a quarter to edit
F4	Send info to remote display
F8	Toggle the stats info displayed on-screen
F10	Clear the current input screen
-	(dash) Clear the last block of the input screen

Getting help

Press **F1** to display on-line help for the current program function. Press **PageUp** or **PageDown** to scroll through the help screens. Press **ESC** to exit on-line help.

Exiting the program

Select **Quit** from the Main menu to exit the program.

4   Managing game files

About games directories

TAS FB lets you organize your games into one or more games directories. The main reason for organizing games into a directory is to separate games from different seasons. Cumulative team statistics are generated from game data in a selected directory. So for example, you can store your games from 1994 in a directory named "1994", and likewise store your 1995 games in a directory named "1995", and so on.

Starting a new season

If you are using The Automated ScoreBook For Football for the first time, the following procedures are recommended:

1. Print out some reports from the game(s) in the SAMPLES directory to get a feel for how the reports will look. This will also give you the opportunity to make sure you have the correct printer type selected.

2. Score some games from old game films or from a television game to get a feel for how to use the play-by-play feature of the software.

3. Before you score your first "real" game, select Directories and create a new Games directory. It is recommended you use directory names like "1997" for directory fields to identify the games for your season. You should NOT leave these directories set at "SAMPLES" (if you do it will not affect the statistics for your own team but it will get annoying after a while to see the sample team names showing up in your Team Lists).

4. All games you score will now be stored in the specified directory.

5. Run Windows Utililities (or select Utilities from the TASFB Menu).

6. Select Play codes from the Utilities menu. Review the penalty, rush and pass codes defined in the system. Add any additional codes that you plan to use while scoring games for your team.

Setting up a games directory for the season

If you have already used TAS For Football during the past season, the following procedures are recommended:

1. Backup your previous season games to a floppy disk using the "Backup games" function in the Utils program. You should make sure you have jump drive or blank CD. Be sure to select ALL files so you get a complete backup of you previous season games.

2. Run the Utilities program, then select Directories from the menu.

3. Enter a new name in the Games directory field. It is recommended you use directory names like "2001" or "2001FB" for both the Games directory to identify the games for your new season.

4. All games you score will now be stored in the specified directory.

Entering your team roster

Use the Roster Maintenance function of the Utilities program to create team rosters before the start of a season. This function lets you define team and player names before

scoring a game. Note that you can still create a team roster "on the fly" in the In-game or Manual entry programs when you score a game. You are not forced to create team rosters ahead of time.

Entering your season game schedule (optional)

The following procedure describes how to enter your team schedule at the beginning of the season. This procedure is optional, but you may find it convenient to set up each game ahead of time. The games will not be included in any season statistics until you actually score the game, but they will appear in the Game Results report showing only the scheduled date and opponent. To do this:

1. Run the Manual game entry program from the TASFB Menu.
2. Select File/New game.
3. Select Game setup from the main menu.
4. Select Teams from the Game setup menu.
5. Press "**V**" to select the visiting team for the game. You can press "**A**" while in the Teams List to add a new team to the directory.
6. Press "**H**" to select the visiting team for the game. Press **ENTER** when finished selecting the teams.
7. Select Game Info from the Game setup window and enter the scheduled date and place of the game, and indicate if the game is a conference game, etc.
8. From the Main menu, select File | Save game. Enter a unique file name for the game. It is recommended you use a file name like "01", "02" or "GAME01", "GAME02" for game file names.
9. Repeat steps 2 thru 8 for each scheduled game you want to enter.
10. Select Quit from the Main menu to quit the program when you are finished.
11. Select Game-by-Game reports from the TASFB Menu.
12. Select Game-by-Game reports, and then select your team from the Team List.
13. Select the Game Results report. Press **F9** to print the report or view the report to verify your entries.

Creating a new game

You automatically start with a fresh game scoresheet when you start the TAS FB In-game scoring function. You can also clear the current scoresheet and start a new game manually at any time. To do this, select "New" from the File menu. You are prompted to save the current game to disk first.

Saving a game to disk

The software will automatically save your game to disk periodically depending on your Auto-Save option setting. To manually save your game to disk, select "Save" from the File menu (or **ALT+S** from the Play Input screen). You are prompted for a 1-8 character file name. Type in a file name that makes sense, such as: "NOV12", or "GAME01", or "CM-MU".

The game will be saved to the current games directory. It is a good idea to periodically save the current game data to disk to reduce the risk of lost data. Also, you are prompted to save the current game when you exit the program (if you have made any unsaved changes).

Loading a game

To load a previously saved game from disk, select "Load" from the File menu. You are prompted for the name of the game to load from the Games List. The game will be loaded from the current games directory. You can now print reports for that game, or make corrections to the scoresheet and save it again to disk. Any changes you make

will appear in the in-game or cumulative reports.

Game list indicators

When you save a game file using the In-game scoring or the Manual game entry pro-
grams, an indicator is saved in the Game List to show whether the game was created
using the In-game scoring program or the Manual game entry program. It will also show
whether the game is considered "complete", or if it has not yet been scored. This lets
you setup a season schedule ahead of time and see at a glance from the Game List
which games have been "filled in". the indicators in the Games List are:

> +   indicates game scored play-by-play
> -   indicates game entered manually
> ~   indicates game scored play-by-play and altered manually
> **blank** indicates game not considered complete

The chapter on "Season statistical reports" describes the criteria for considering a game
"complete".

Copying or moving game files

Use the Import game/Export game functions in Windows Utilities or DOS Utilities to copy
selected game files or roster files from one location to another. Use the Utilities
Backup/Restore if you want to copy the entire games from one location to another.
Refer to the section on Program Utilities for more details.

Backing up your data

You should backup your game files to a jump drive or CD on a regular basis.

Using your report files

All of the reports generated by The Automated ScoreBook For Football are stored in DOS
files on your hard disk. In addition to printing these files, you can import report files
into your word processing system, fax, E-mail or modem report files to the news media
or other schools, copy them to a jumpdrive for later use, and use the report files for pub
lishing on the Internet. For example, if your games directory is c:\tasfb\2000, report
files are stored in c:\tasfb\2000\reports.
Refer to Appendix A for a complete list of REPORTS directory file names for each type of
report that the software generates.

Copying your reports to a jump drive or CD

To copy a specific report file to jump drive or CD is to press the "C" key (for "COPY")
when the report is displayed in the File Viewer. When prompted, enter the Drive you
want to copy the file to (normally the A or B drive), and the file name/extension you
want to copy the file to on the specified drive:

5 Software options setup

Directories

All game files are stored in the selected games directory. You can create a new games directory by selecting Directories from the Utilities program or from the in-game or manual scoring programs, and entering a new name in the Games directory field.

```
           ScoreBook directories

          Drive/path: C:\TASFB
     Games directory: 2004
```

Drive/path: Enter the DOS drive and path where you want to store your roster and game files. You can blank out this field and press Enter to reset the drive/path value to the TASFB program directory.

Games directory: Enter the name of the directory to store roster and game files. This will be combined with the Drive/path value to create the full games directory name.

Rules

Select Rules from the Game setup menu to set scoring rules that are specific for your games. You can select settings to match high school, college or professional rules. The fields on the Rules Setup window are described in detail in the chapter on "Setting up to score a game".

Options

Software options are divided into 2 groups: In-game options and Report options. You can only access In-game options while running the in-game scoring program. You can access either set of options from the Utilities program.

In-game options

Select Options from the Main menu when running the in-game scoring program, or select In-game options from the Utilities menu when running the Utilities program. This function lets you set options that control the operation of your play inputs and game reports.

```
                    In-game options

          Heading: Central State University 2005 Football

          Color: Y          ½ tackle assts: Y
   Play summary: Y          ½ sack assists: Y
    Page ejects: Y          Split def stats Y
      Auto-save: 10         Sack as tackle: Y
       Graphics: Y          Prim/Ast tackle Y

 Wide PBP print: N            Auto-connect: N
      Rush type: N          Remote PBP line N
      Pass type: N             Arena data: N
 Formations/PBP: N               CFL data: N
```

Heading: Enter the heading you want to appear at the top of your reports.

Color: Enter Y if you have color monitor, or N if you have a monochrome monitor. Note: any changes to this field do not take effect until you exit and re-start the software.

Play summary: Enter Y if you want a play summary to be displayed after you enter each play. It is recommended you leave this field set to Y.

Page ejects: Enter Y for the software to send a page eject to the printer after printing a report. It is recommended you leave this field set to Y.

Auto-save: This field controls how often the software will automatically save your data to disk while scoring a game. Enter the number of plays you want to enter during a game before the software automatically saves the game to disk. For example, enter "1" to save the game to disk after each play you enter. Enter "20" to save to disk after every 20 plays you enter.

NOTES: If you want to turn auto-save off, enter "0" (ZERO) in the Auto-save field. It takes about 1-2 seconds to save a game to a hard disk drive. It takes about 10-15 seconds to save a game to a floppy disk drive.

Graphics: Enter Y in this field to enable "graphics" characters in your report printouts. This is used mainly for underlining column headings with a graphics character instead of dashes. If the underlining on column headings does not display properly with this option enabled, set this field to N to disable the use of graphics characters.

½ tackle assts: Enter Y in this field to display assisted tackles as "0.5" in your season re ports. For a player has 3 assisted tackles, the software will display "3" in the "AT" col umn if you have this option set to N, and will display "1.5" in the "AT" column if you have this option set to Y.

½ sack assists: Enter Y in this field to display assisted sacks as "0.5" in your season re ports. For a player has 3 assisted sacks, the software will display "3" in the "Sack" col umn if you have this option set to N, and will display "1.5" in the "Sack" column if you have this option set to Y.

Prim/Ast tackle: Enter Y in this field if you want to calculate in-game tackle stats using a "primary" (unassisted) tackler and up to 2 "assist" tacklers. When this option is set to Y, three fields are displayed for tackles. The first is used for the "primary" tackler, the oth ers are used for assist tackles. Enter N in this field if you want to calculate in-game tackle stats using a "primary" (unassisted) tackler only when a single player is involved in the tackle. When this option is set to N, two fields are displayed for tackles. If you enter a single player in the first field, an unassisted tackle is credited. If you enter two play ers, each player is always credited with an assisted tackle.

Split def stats: Enter Y for the software to automatically save your manually entered de fensive stats separate from the in-game scoring stats. This lets you keep manual changes you make to defensive stats without having them overridden by in-game scor ing changes you might later make to the game. It is recommended you leave this field set to Y.

Sack as tackle: Enter Y for the software to automatically count sacks as a tackle in the defensive stats. Set this field to N if you don't want a sack counted as a tackle. It is rec ommended you leave this field set to Y.

Rush type: Enter Y in this field if you want to record the type of rushing play (rush left end, rush over the middle, etc.) while scoring a game. This can spice up the play-by-play but makes the inputting more cumbersome.

Pass type: Enter Y in this field if you want to record the type of passing play (screen

pass, post pass, etc.) while scoring a game. This can spice up the play-by-play but makes the inputting more cumbersome.

Auto-connect: Enter Y in this field if you want to have the software automatically connect for remote display when you start the In-game scoring program.

Remote PBP line: Enter Y in this field if you want to have the software automatically send the play-by-play text of the last play entered to the remote display.

Wide PBP print: Enter Y in this field if you want to generate the Play-by-Play report in a "wide" (16.7 cpi font) format. Enter N to generate the report using a "normal" (12 cpi font) format. You can fit more lines on a page with the "wide" setting but the text will not be as readable.

Arena data: Enter Y to put the software in Arena Football League mode. In this mode, punting stats are not displayed, and field goal return stats are displayed instead of punt return stats. Set this field to N for all other venues.

Formations/PBP: Normally you should leave this set to N. Enter Y to have the software prompt for a formation type for each play (typically used for scouting purposes).

CFL data: Enter Y in this field to put the software in CFL scoring mode.

6   Setting up to score a game

Before starting to score a game, be sure to read the chapter on "Software options setup". It is important to have your games directory, printer type, and other options set cor rectly before scoring a game. This will save you the inconvenience of resetting options in the middle of scoring a fast-paced game.

Remember, to start the TAS FB main menu, click on Game Scoring from the Stat Crew Control Panel

Select TAS For Football (or Manual game entry) from the main menu to start the game-scoring software. After the program starts, select Game setup from the Main menu to display the Game setup menu. This menu lets you perform pre-game setup functions.

Select the teams

The first thing to do before scoring a game is to identify the visiting and home teams. Select Game setup | Teams to display the team select window.

```
                    Teams

          Abbrev   Team ID   Team Name

   Visitor     V      VIS       Visitor
   Home        H      HOME      Home

   V)isitor team H)ome team A)bbreviations
   Press V,H,A or Enter to exit->
```

On the Teams setup window, Press **V** to select the visiting team from the teams list.

```
          Teams List

   > Central University
     Univ of Midwest
```

Point to a team from the Teams List using the **UP ARROW** or the **DOWN ARROW** cursor keys, then press Enter to select the team. Note: you can add a new team to the Teams List by pressing the "**A**" key and entering information for the new team. The roster for the team is loaded and the Teams window is updated to show the team you selected.

On the Teams setup window, Press **H** to select the home team from the teams list.

NOTE: When you select a team, the software automatically assigns the first character of the team ID as the 1-character abbreviation (for play inputting purposes). You can reassign different abbreviation characters if you wish. Press **A** to reassign team abbreviation characters.

When you have completed your team selections, press Enter to exit the Teams window.

Enter general game info

Select Game setup | Game info to enter general game information.

```
                    Game Info

   M #17 Madison HS        Record: 8-3     Conf: 6-2
   L #5  Langley HS        Record: 9-2     Conf: 7-1

   Date: 10/15/94  Sched note: @
   Place: Langley High School
   Stadium: Langley Stadium

   Conference game: Y        Referee: Jones
   Neutral site: N            Umpire: Smith
   Night game: Y            Linesman: Barney
   Post-season: N         Line judge: McNair
                          Back judge:
   Start time: 7:30pm    Field judge:
   End time:              Side judge:
   Total time:               Scorer: A.Grim
   Attendance: 2500

   Temp: 68 degrees   Wind: 8mph SW
   Weather: Clear
```

Date: Enter the date in any format you choose.

Team info: You can change the team abbreviation or the team name spelling for the current game on this window. You can also enter the overall and conference-only records for each team.

Ranking #: You can optionally enter each the ranking (national or tournament) for each team. If entered, the rankings are displayed in the game report headings and in the season game results reports.

Sched note: If applicable, enter a special schedule note character for this game that will appear in the Game Results report. For example, you might enter "@" to indicate a bowl appearance. Leave this field empty if no special notes apply. Note: Use the Schedule Legend function in the Game-by-Game reports program to explain the meaning of Sched note characters. Do not use this field to indicate a conference game.   Set the Conference game field to **Y** instead; the software automatically displays an asterisk (*) in the Game Results report next to conference games.

Place: Enter the location of the game.

Stadium: Enter the name of the stadium.

Conference game: Enter "**Y**" if this is a conference game, or "**N**" for a non-conference game. Or, if your league allows a game to be considered a conference game for only one of the teams, enter a "**V**" or "**H**" to indicate it is a conference game for only the visiting or home team, respectively.

Neutral site: Enter "**Y**" if the game is being played at a neutral site.

Night game: Enter "**Y**" if the game is being played at night.

Post-season: Enter "**Y**" if the game is a post-season game. Post-season stats can later be filtered from your cumulative stats reports if you set the "Inc post-season" field on Report options to "**N**" if you are required to do so for reporting purposes.

Start time: Enter the start time of the game in any format you choose.

End time: Enter the end time of the game in any format you choose.

Total time: Enter the total elapsed time of the game in any format you choose.

Attendance: Enter the attendance.

Temp: Enter the game-time temperature.

Wind: Enter the wind conditions.

Weather: Enter the weather conditions.

Officials: Enter the names of the officials.

Enter the game starting lineups

Select Game setup|Starters to enter the starting lineups for both teams. On the starters window, enter the uniform number and position for the offensive and defensive lineups for the visitors and the home teams. These fields are not required. You can leave them blank or fill them out later in the game if you wish. Use the Pre-game report to produce a hardcopy printout of the lineups.

Participation report

This report displays game starters and non-starters for the current game. Use Game control | Starters to fill out the starting lineups. Non-starters are automatically included for players with stats. Use Game Wrap-up to indicate players who played but had no stats.

Select the scoring rules

The Utilities program (Select venue rules) lets you select pre-defined rules sets. You can also manually configure the scoring rules in the In-game scoring program. Select Rules from the Game setup menu to set scoring rules that are specific for your games. You can use the Rules Setup screen to configure the scoring system for NCAA, high school, NFL, arena or CFL rules.

```
                      Rules Setup

        General----:          Scoring:
        Quarters: 4           Touchdown: 6
         Minutes: 15          FieldGoal: 3
           Downs: 4           Kick PAT: 1
       1stDn Yds: 10          Other PAT: 2
       Field Len: 100         Safety: 2
        T/O Half: 3           DefendPAT: 2
       Spots------:           CFL Kick: 1
         Kickoff: 35
       Touchback: 20          Sack>Rush: Y
         PAT Try: 2           FgDrvPlay: Y
       Safety KO: 20          Fumb-NCAA: Y
                              PenDrvPly: N
```

Quarters: Enter the number of quarters in the game (normally 4).

Minutes: Enter the number of minutes in each quarter (normally 12 for high school, 15 for other venues).

Downs: Enter the number of downs in a "series of downs" (normally 4 but can be 3 for CFL rules).

1stDn Yds: Enter the number of yards for the "line to gain" for a first down (normally 10 but can be 15 for CFL rules).

Field Len: Enter the length of the field in yards (normally 100 but can be more or less for CFL, Arena, etc.).

T/O Half: Enter the number of timeouts allowed for each team for each half. This field is used to control the "Timeouts left" display on the in-game scoring screen.

Kickoff spot: Enter the normal spot for a kickoff (for example, NFL is 30, college is 35, high school is 40, etc.).

Touchback spot: Enter the ball spot on a touchback (normally 20).

PAT Try spot: Enter the ball spot on a point after touchdown attempt (normally the 2 yardline).

Safety KO spot: Enter the spot for a free kick after a safety (normally 20).

Scoring: Enter the number of points awarded for each scoring situation. Notes: "Other PAT" means PATs by rushing or passing, "DefendPAT" means the number of points awarded when the defensive team returns a PAT attempt for a score.

Sack>Rush: Enter **Y** if you are scoring sacks as rushing yardage (college). Enter **N** if you are scoring sacks as passing yardage (professional).

FgDrvPlay: Enter **Y** if field goal attempts are to be counted as a play in the drive.

PenDrvPly: Enter **Y** if penalties resulting in a first down are to be counted as a play in the drive.

Fumb-NCAA: Enter a "**Y**" in this field to use NCAA statistical guidelines for yardage on

fumbles. In the NCAA, the yards between the point of the fumble and the point of the recovery are credited to the original ball carrier. If you enter "**N**" in this field, those yards are credited to team "miscellaneous yards" instead (professional rules).

Rosters

While you can enter rosters "on the fly" while scoring a game, you will probably find it more convenient to enter rosters before the game using the Utilities program. To do this, select Utilities from the TASFB menu. Then select Roster maintenance. The Roster maintenance functions are described in detail in the "Utilities" chapter.

To edit the in-game roster for a team, select Game setup | Visitor roster, or Game setup | Home roster. The team roster is displayed. To edit a an entry, use the cursor keys to move to a row in the team roster and press Enter to make the desired changes to that entry. To exit the list and save your changes to disk press Esc from the roster list.

Note: You do not have to enter team rosters before the game. The TASFB software will still track statistics by uniform number. You can enter player names to match uniform numbers during or after the game if you wish.

7   Scoring the game

Before you start scoring the game, review the chapters on "Software setup options" and "Setting up to score a game".

Introduction

TASFB lets you score a football game play-by-play, so you will always have current in-game information immediately available. The Play-by-Play Input screen lets you quickly enter the information needed to capture statistics so you can easily keep up with the flow of the game. The on-screen display shows the current down, distance, line score, drive summary, team stats and a narrative summary of each play entered. You can dis play or print any of several box score and narrative reports at any point during the game.

The scoring crew

The "optimal" scoring crew would be a 3-person crew consisting of:

--An "inputter" (person operating the software)
--A "caller" (person calling out play actions to the inputter)
--A "scribe" (person recording the play actions on paper)

Inputter: Should be familiar enough with the software to keep up with the flow of infor-mation that needs to be captured during the game.

Caller: Should be familiar enough with football statistics to know what type of statistical information needs to be captured during the game. It is helpful to be somewhat familiar with the software to anticipate the sequence of the information needed by the inputter, but this is not required.

Scribe: Also should be familiar enough with football statistics to know what information needs to be captured. The written record provided by the scribe can be used by the in-putter to catch up on plays that were missed for some reason, but most important is used as a backup in case of electrical, hardware or software problems.

If you do not have the luxury of a 3-person crew. Here are some options you can con sider:

--2-person crew - Inputter is **familiar** with the software and just keys data into the soft-ware. Caller calls the game and doubles as the "scribe", keeping a written record of each play.

--1-person crew - Inputter is **very familiar** with the software and just keys data into the software. Written notes are kept when necessary. Consider not tracking defensive sta-tistics if not critical for your in-game statistics. Switching between binoculars and the keyboard is difficult.

Scoring basics

To access the Play Input screen, select Scoresheet from the Main menu, then select Input.

```
┌─────────────────────────────────────────────────┐
│                  Play Input                     │
│                                                 │
│                                                 │
│                                                 │
│                                                 │
│                                                 │
│                                                 │
│   R - Rush       K - Kick       C - Comment     │
│   P - Pass       G - Game control  ? - Help     │
│   E - Penalty    D - Defense    M - Message      │
│   U - Punt       O - Other      A - PAT try      │
│                                                 │
│   SPACE=Accept ESC=Exit F10=Clr '-'=ClrBlk      │
│   <-->=Edit Alt+D=Del Alr+R=Reports             │
└─────────────────────────────────────────────────┘
```

To start to input a play, press an initial command key. To start scoring a rushing play press "**R**"; to start scoring a passing play press "**P**"; to start scoring a penalty press "**E**"; to start scoring a punt press "**U**". The software will then prompt you for the required information for each type of play.

You can also display a sub-menu of other play commands:

--Press "**K**" to display kicking-related play commands.
--Press "**G**" to display game-control commands.
--Press "**D**" to display defense-related play commands.
--Press "**O**" to display other miscellaneous commands.
--Press "**C**" to insert a comment into the play-by-play.
--Press "**A**" to score a point-after-touchdown try
--Press "**M**" to display or clear a message on remote terminal display
--Press "**?**" to display a list of scoring help topics to display.

Uniform numbers

In most cases, you will be entering a uniform number, a result code, and a ball spot or yardline. Uniform numbers are matched against the selected team rosters for determining statistics. A narrative play summary is displayed after you enter each play. You can review the names displayed in the summary to verify you have entered the uniform numbers correctly. Also, names for offensive players involved in the play are often displayed at the bottom right of the screen.

Note: If a player changes uniform numbers during the game, you can use the Game contro | Uniform change command to indicate the player is wearing a different uniform number than specified on the roster. This command is described below under "Game control commands".

Result codes

Result codes indicate whether the ball carrier was tackled, fumbled, went out of bounds, etc. In most cases the result code prompt is "?" (question mark). A list of valid codes is displayed at the bottom of the screen when the cursor is in a result code field. You can type in the desired result code, or press Space to clear the field, then press Enter to display a result code list to choose from.

Note: The result codes are single-character fields. The software only pays attention to the first character you enter in any result code field.

Yardlines

Note: The end-zone is considered the "0" yardline for each team. The "0" yardline can be used to indicate touchdowns, safeties, kicks into the end-zone, etc.

The software automatically calculates distances based on the yardlines/ball spots that you enter. Enter yardlines using a team abbreviation character (assigned on the Game setup | Teams window), followed by 2 digits. For example, if you have defined team abbreviations:

L for Langley
M for Madison

You would enter "L35" for the Langley 35, or "M35" for the Madison 35 yardline. Mid field can be entered as "L50" or "M50"; these entries are equivalent.

For touchdowns, you can enter the "0" yardline for the defending team or enter "TD" as the yardline. For example, if Langley scores against Madison you could enter the yardline as "M0" or enter "TD" to indicate the Madison end-zone.

For safeties, you can enter the "0" yardline for the offensive team or enter "SAF" as the yardline. For example, if Madison scores a safety against Langley, you would enter the yardline as "L0" or enter "SF" to indicate the Langley end-zone.

For kicks into the end-zone you can enter the "0" yardline for the defending team or enter "EZ" to indicate the "end-zone". For example, if Langley kicks off into the Madison end-zone you would enter the yardline as "M0" or enter "EZ" to indicate the Madison end-zone. You can indicate a kick deeper into the end-zone by entering a negative number in the yardline. For example, to score a return from 2 yards deep in the end-zone, enter the yardline as "M-2" as the spot where the kick was received.

Note: If the software misinterprets the"TD", "SF" or "EZ" entries, re-enter the yardline value with the specific yardline, such as "L0" or "M0".

NOTES: The yards gained on a rushing, passing or punt play are displayed at the bottom right of the screen after you input a yardline entry. The yards gained are displayed after you press **ENTER**, the **TAB** key, or the **UP** or **DOWN ARROW** keys. This can be handy if you want to see the yards gained withou pressing the Enter key.

Accepting the play

When you have finished entering information for a complete play, you must press the **SPACEBAR** to accept the input. When you press the **SPACEBAR**, statistics are calculated, the on-screen scoreboard is updated, and a narrative summary of the play is displayed. The remote display monitor (if you are using one) is also updated at this point.

```
IMPORTANT:  Before pressing the Spacebar to accept a play, check for
penalties on the play.  Penalties that occur during a play are associated
with the play from scrimmage by entering the inputs on the same Input
Screen.  It is much easier to get the play & penalty scored right the
first time than to go back and correct it later.

Note that penalties that occur after a play (deadball fouls) are scored
as a separate input from the previous play from scrimmage.
```

Note: If you have entered information in error, you can

--press **F10** to clear the inputs,

--press "-" (the minus key) to clear a single "block" of the inputs,

--press **ESC** to cancel the Play-by-Play input window, or

--press **SPACEBAR** to accept the play and use the Play Editor to correct the scoring later.

Plays from scrimmage

Command keys for basic plays from scrimmage are accessed from the initial key list dis
played when you select Input from the Scoresheet menu (or after you have finished with
each play). Each of these commands will prompt you for information as needed.

```
              Initial command list

   R - Rush       K - Kick       C - Comment
   P - Pass       G - Game control ? - Help
   E - Penalty    D - Defense    M - Message
   U - Punt       O - Other      A - PAT try
```

Note: The carry result codes (abbreviated as "?:" on the Input screen) always prompt for
what happened to the ball carrier. The ball carrier can be the rusher, pass receiver, punt
or kick returner, etc. The carry result codes are used to determine what happened to
the ball carrier in most play situations. Carry result codes can be:

```
T       Tackled
O       Out-of-bounds
F       Fumbled
C       Continue (lateral)
.       End-of-play
```

Rush

From the initial command list press "**R**" to enter a rushing play. Enter the uniform num-
ber of the rusher and the carry result code.

Tackled or run out-of-bounds: Use the "**T**" (tackled) or "**O**" (out-of-bounds) carry? codes.
For example, the caller may say "Rush by 44, tackled by 95 and 54 at the Langley 38".

```
    Rush:44 ?:T At:L38
    Tackle:95 54
```

Fumbles: Use the "**F**" (fumble) carry result code. For example, the caller may say "Rush
by 44, fumbled at the Langley 38, recovered by Madison at the Langley 41 by 54, no
tackle".

```
    Rush:44 ?:T At:L38
    Recovering team:M At:L41 By:54 ?T
    Tackle:
```

Lateral or "continuation": Use the "**C**" (continuation) carry result code. For example, the
caller may say "Rush by 44, lateral to 23 at the Langley 38, tackled by 54 at the Langley
48".

```
Rush:44 ?C At:L38
Cont:23 ?T At:L48
Tackle:54
```

Scoring plays: use the "." (period) carry result code to indicate the "end-of-play" result code. For example, the caller may say "Rush by 44 touchdown".

```
Rush:44 ?. At:TD
```

Pass

From the initial command list press "**P**" to enter a passing play. Enter the uniform num
ber of the passer and the pass result code.

The pass result codes (abbreviated as "**Res**:" on the Input screen) always prompt for
what happened on the pass attempt. Pass result codes can be:

```
C       Complete
I       Incomplete
B       Broken up (incomplete)
D       Dropped (incomplete)
S       Sack
X       Intercepted
F       Fumble (on a sack)
```

Completions: Use the "**C**" (complete) pass result code. For example, the caller may say
"Pass by 12, complete to 82, out-of-bounds at the Langley 49, pushed out by 28" or "...
tackled by 28".

```
Pass:12 Res:C To:82 ?:O
Out of bounds:    At:L49
Tackle:28
```

Incomplete: Use the "**I**" (incomplete) or "**B**" (broken up) pass result codes. You can op
tionally enter who the pass was intended for and which defender, if any, broke up the
pass. For example, the caller may say "Pass by 12, incomplete, intended for 82, broken
up by 28".

```
Pass:12 Res:I Intended for:82
Broken up by:28
```

Sacks: Use the "**S**" (sack) pass result code. You are prompted for which defender(s) to
credit the sack to. For example, the caller may say "Pass by 12, sacked at the Langley
25 by 73".

```
Pass:12 Res:S At:L25
Sack by:73
```

Fumbles: Use the "**F**" (sack) pass result code when the quarterback is sacked and fum
bles. You are prompted for which defender(s) to credit the sack to, and who recovered
the fumble. For example, the caller may say "Pass by 12, fumbled at the Langley 25,
sack by 73, recovered by Madison at the Langley 24, recovered by 73".

```
Pass:12 Res:S At:L25
Sack by:73
Recovering team:M At:L24 By:73 ?:T
```

Interceptions: Use the "**X**" (intercepted) pass result code. You are prompted for who intercepted and interception return information. For example, the caller may say "Pass by 12, intercepted by 28 at the Madison 45, tackled at the Langley 37 by 44".

```
Pass:12 Res:X By:28 At:M45
Return:28 ?:T
Tackle:44        At:L37
```

Note: Carry result codes, uniform numbers and yardlines are described above.

Punts

From the initial command list press "**U**" to enter a punt play. Enter the uniform number of the punter, the yardline where the punt is credited to, and the punt result code.

The punt result codes (abbreviated as "**Res**:" on the Input screen) always prompt for what happened on the punt. Punt result codes can be:

```
R       Return
T       Touchback
O       Out-of-bounds
C       Fair catch
D       Downed
B       Blocked
1       Single (CFL)
```

Returned: Use the "**R**" (returned) result code. For example, the caller may say "Punt by 17 to the Madison 12, returned by 23 ...".

```
Punt:17 To:M12 Res:R
Return:23 ?:T
```

Out of bounds: Use the "**O**" (out of bounds) result code. For example, the caller may say "Punt by 17 to the Madison 12, out of bounds".

```
Punt:17 To:M12 Res:O
```

Touchback: Use the "**T**" (touchback) result code. For example, the caller may say "Punt by 17 to the Madison end-zone, touchback".

```
Punt:17 To:M0  Res:T   (or)
Punt:17 To:EZ  Res:T
```

Fair catch: Use the "**C**" (fair catch) result code. For example, the caller may say "Punt by 17 to the Madison 12, fair catch by 23".

```
Punt:17 To:M12 Res:R
Fair catch by:23
```

No return: Use the "**N**" (no return) result code. For example, the caller may say "Punt by 17 to the Madison 12, no return, penalty unnecessary roughness against Langley, spot at Madison 27, the play counts".

```
Punt:17 To:M12 Res:N
Pen:UR Team:L Res:A ##:TM Spot:M27 1st:N
Stats count on this play?:Y
```

Note: This is intended to cover situations where a penalty against the kicking team is

called downfield in a position where no return attempt is to be charged against the punt returner (such as a penalty at or beyond the point where the punt was fielded).

Downed: Use the "**D**" (downed) result code. For example, the caller may say "Punt by 17 to the Madison 12, downed by Langley".

```
Punt:17 To:M12 Res:D
```

*When a punt is blocked and recovered **BEHIND** the line of scrimmage, or the point where the punt was recovered as the punt "To:" yardline.*

Blocked: Use the "**B**" (blocked) result code. In the "To:" field, enter the spot where the blocked punt is recovered. The scoring situation will vary depending on whether the "To:" spot is behind or past the original line of scrimmage. Note that if the punt is blocked and recovered behind the line of scrimmage, you can enter the exact original line of scrimmage, or anywhere behind the line of scrimmage. In either case, a punt of zero yards is credited to TEAM instead of the actual punter. Punt return yards are cred ited to the player who blocked the ball to the point where the ball is recovered by either team behind the line of scrimmage.

```
Punt:17 To:M12 Res:B
Recovering team:M At:L40 By:85
Blocked by:74
```

Blocked punts recovered BEHIND the line of scrimmage: **Recovered by the receiving team** - enter a yardline at or behind the line of scrimmage and use the "**B**" (blocked) re sult code. Indicate the ball is recovered by the receiving team. For example, with Madi son kicking from their own 35, the caller may say "Punt by 17 to the Madison 25, recov ered by Langley 85 at the Madison 20, blocked by 99".

```
Punt:17 To:M25 Res:B
Recovering team:L At:M20 By:85 ?:C
```

If the player returning the ball continues with a fumble return, enter "**C**" in the carry re sult field (?:) and continue with the scoring, otherwise enter "**.**" in the carry result field (?:) to indicate the end of the play.

```
Cont:85 To:M15 Res:T
Blocked by:99
```

In this example, TEAM is credited with a punt of zero yards, 99 (the player who blocked the punt) is credited with a punt return and 15 punt return yards (to the M20 recovery point), and 85 is credited with 5 punt return yards to the M15, but no punt return at tempt.

*When a punt is blocked and recovered **BEHIND** the line of scrimmage, and recovered by the kicking team, following action may continue as a rush, pass or sec ond punt attempt...*

Blocked punts recovered BEHIND the line of scrimmage: **Recovered by the kicking team** - enter a yardline at or behind the line of scrimmage and use the "**B**" (blocked) re sult code. Indicate the ball is recovered by the receiving team. For example, with Madi son kicking from their own 35, the caller may say "Punt by 17 to the Madison 35, recov ered by Madison 44 at the Madison 20, blocked by 99".

```
Punt:17 To:M35 Res:B
Recovering team:M At:M20 By:44 ?:C
```

If the kicking team player continues with a rush or pass attempt, enter "**C**" in the carry result field (?:) and continue with the scoring by pressing "**R**" to indicate a rush, "**P**" to in dicate a pass, or "**U**" to indicate a second punt attempt. Otherwise enter "**.**" in the carry result field (?:) to indicate the end of the play. For example, if the kicking team's #44 re covers the blocked punt and rushes to the Madison 27:

```
[press "R" to indicate a rush]
Rush:44 To:M27 Res:T
Blocked by:99
```

In this example, Madison TEAM is credited with a punt of zero yards, 99 (the player who blocked the punt) is credited with a punt return and 15 punt return yards (to the M20 recovery point), and 44 is credited with one rush of 7 yards to the M27. Langley TEAM is credited with a fumble lost.

Blocked punts PAST the line of scrimmage: Enter a yardline beyond the line of scrimmage and use the "**B**" (blocked) result code to indicate the punt was blocked or tipped. The remainder of the play flows as if the punt were not blocked - you are prompted for the result after the block. Press the appropriate key and continue scoring. For example, if Madison's #17 punts from the Madison 20 (line of scrimmage) to the Madison 45, and the ball is tipped by #85 the caller may say "Punt by 17 to the Madison 45, blocked by 85, downed by Madison at the Madison 45".

```
Punt:17 To:M45 Res:B
Downed:
Blocked by:99
```

In this example, TEAM is credited with one punt for 10 yards. No punt return yards are credited to 99.

RECAP: On a blocked punt that is recovered behind the line of scrimmage, a punt of zero yards is credited to "TEAM" (no matter where you indicate the punt was "to" as long as the "to" yardline is at or behind the original line of scrimmage) and the player who blocked the punt is credited with a punt return to the point of the recovery. If the kicking team recovers the ball, you should continue the play a rushing play or a passing play depending on the play action. If the defending team recovers the ball, enter the play continuation information as prompted by the software.

On a tipped or blocked punt that is beyond the line of scrimmage, a punt of positive yards is credited to "TEAM", and the player who blocked the punt is not credited with a punt return. If the defending team recovers the ball, enter the continuation information for the player returning the ball.

Fumbled: Use the "**R**" (returned) result code. Then enter "**F**" in the carry result code for the returner. For example, the caller may say "Punt by 17 to the Madison 12, fumbled by 23 at the Madison 12, recovered by Langley at the Madison 7 by 81 ...".

```
Punt:17 To:M12 Res:R
Return:23 ?:F At:M12
Recovering team:L At:M7  By:81 ?:T
```

Single: (For CFL users) Use the "**1**" (single) result code. For example, the caller may say "Punt by 17 to the Madison end-zone, single".

```
Punt:17 To:M00 Res:1
```

Penalties

Penalties can get tricky to score. Let's start with the basics when there is a dead-ball penalty (no associated play). From the initial command list press "**E**" to enter the penalty code. You can press **ENTER** with a blank penalty code to pick from the penalty code list. Then enter the team the penalty is against and whether the penalty is accepted, declined, or is offset by another penalty.

Penalty is declined: Use the "**D**" (declined) penalty result code. For example, the caller may say "Penalty false start against Madison, declined".

```
Pen:FS Team:M Res:D
```

Penalty is offsetting: Use the "**O**" (offsetting) penalty result code. For example, the caller may say "Penalty encroachment against Madison, offsetting, penalty illegal use of hands against Langley, offsetting".

```
Pen:EN Team:M Res:O
Pen:HA Team:L Res:O
```

NOTES: Enter each offsetting penalty separately (press "**E**" to enter each one). If you have scored a play that needs to be nullified, press "**O**" (Other), then press "**N**" to indicate "No play".

Penalty is accepted: Use the "**A**" (accepted) penalty result code. For example, the caller may say "Penalty false start against Madison, accepted, against number 81, spot at Madison 27". Note "**Dwn**" indicates if there is a loss of down on the play.

```
Pen:FS Team:M Res:A ##:81 Spot:M27 Dwn:N
```

When a penalty is accepted, in the "Dwn" field, use the following codes:

N	Normal (down remains same unless penalty results in 1st down)
+	Loss of down (intentional grounding, etc.)
1	Automatic first down (defensive holding, etc.)

Penalties during a play

When a penalty occurs during a play and the penalty is accepted you will also be asked if the play is to be accepted. When the play is accepted that means that all stats occuring during the play (rushing, passing, punting, etc.) count. **Note:** *The software treats a penalty as occuring <u>during</u> a play if it is entered on the same input screen sequence as the play from scrimmage.* Some examples:

Penalty is accepted, no play: Answer "**N**" to the Stats count on this play prompt. For example, the caller may say "Pass by 12 incomplete, penalty encroachment against Madison, accepted, no number, spot at Madison 27, no play".

```
Pass:12 Res:I
Pen:EN Team:M Res:A ##:TN Spot:M27 1st:N
Stats count on this play?:N
```

Penalty against defense is accepted, accept play: Answer "**Y**" to the Stats count on this play prompt. For example, the caller may say "Rush by 44, tackled by 2 at Langley 30, penalty face mask against Madison, spot at Langley 35, accept play".

```
Rush:44 ?:T
Tackle:2          At:L30
Pen:FM Team:M Res:A ##:TM Spot:L35 1st:N
Stats count on this play?:Y
```

Penalty against offense is accepted, accept play: Answer "**Y**" to the Stats count on this play prompt. For example, the caller may say "Rush by 44, tackled by 2 at Langley 47, penalty illegal block against Langley, spot at Langley 30, accept play, penalty enforced from the Langley 45".

```
Rush:44 ?:T
Tackle:2      At:L45
Pen:BL Team:L Res:A ##:TM Spot:L30 Dwn:N
Stats count on this play?:Y
```

Penalty enforcement spot and official stats

In the above example, #44 is credited with rushing yardage only to the Langley 45 even though he was tackled at the Langley 47, because that was the enforcement spot of the penalty. You probably entered "L47" as the play was called to you. Just use the Play Editor to go back and correct the "L47" entry to read "L45" after you determine the official ruling.

IMPORTANT: The example above shows how to score a rushing play when there is a downfield penalty. The same principle applies to downfield penalties for all play types. For example, if 44 returns a kick to the opposing 10 yardline, but a clip occurs back at the 20 yardline, credit 44 with a return to the 20 yardline (the enforcement spot for the penalty).

Be ready to use the Play Editor to "fix" the yardline entry to reflect the official yardage to be credited to a ball carrier on a downfield penalty.

In most cases where the penalty occurs on a downfield play against the offense, or during a return by the receiving team, you should credit the ball carrier with only the yardage to enforcement spot of the penalty. Be ready to use the Play Editor to "fix" the yardline entry that you entered based on your caller's input to the official yardage to be credited on a play after determining the official ruling on a penalty.

Consult your statistician's manual precise rulings on this subject.

Penalties before or after a play

When a penalty occurs when the ball is dead, that is, before a play has started or after a play has ended, you should enter the penalty as a "deadball" foul. Do this by entering the penalty as a separate play from the play from scrimmage.

Penalties before the play: When a penalty occurs before the play, just enter the penalty on a "clean" Play Input screen. Examples are false starts by the offense, delay of game penalties, etc. The key is to enter the penalty on a "clean" input screen and press **SPACEBAR** to score the penalty before proceeding to score the next play. For example, the caller may say "False start against Madison accepted, spot the ball at the Madison 25"

```
Pen:FS Team:M Res:A ##:TM Spot:M25 Dwn:N
```

Penalties after the play: If a penalty occurs after the play (when the ball is dead or the whistle has blown) it should be scored separately from the play itself, that is the play must be accepted, and the penalty tacked on the end of the play. For example, if a personal foul penalty is called after a rushing play you should enter the penalty as a separate play. First enter:

```
Rush:23 ?:T At:M35
Tackle:25
```

Press **SPACEBAR** to accept the play and then enter as separate play:

```
Pen:PF Team:L Res:A ##:TM Spot:M20 Dwn:N
```

If you are not sure when the whistle was blown, you can score the penalty as part of the play and indicate a "deadball foul" by selecting Other | Deadball foul (press "**O**", the "**E**" on the Play Input screen). For example,

```
Rush:23 ?:T At:M35
Tackle:25
Stats count on this play?:Y
Pen:PF Team:L Res:A ##:TM Spot:M20 Dwn:N
Deadball foul?:Y
```

Later, you can use the Play Editor to remove or insert the "**DEAD**:" keyword indicating a deadball foul. **NOTE:** Normally this scoring decision will only affect the first downs by penalty statistics.

Penalties on kicks

When a penalty occurs during a kick or punt return, be sure to indicate that the play is accepted by answering "**Y**" to the "Stats count on this play?" prompt! If you don't, the wrong team will have the ball. You should only answer "**N**" to nullify the play if the kicking team has to kick over because of the penalty. For example, the caller may say "Kickoff by 17 to the Madison 12, returned by 23, tackled at the Madison 25 by 43, penalty personal foul against Langley, spot at Madison 40, accept play."

```
Kick:17 To:M12 Res:R
Return:23 ?:F At:M12
Tackle:25      At:M25
Pen:PF Team:L Res:A ##:TM Spot:M40 Dwn:N
Stats count on this play?:Y
```

Penalties enforced on the ensuing kickoff

When a penalty occurs that is accepted but not enforced until the ensuing kickoff, simply wait until after the extra point attempt (or until the ball has been spotted at the normal kickoff spot) and then enter the penalty. For example, if a team scores a touchdown, and a personal foul is committed after the touchdown is credited, the penalty is not enforced until the kickoff.

A sample play might be "Rush 5 touchdown, personal foul against Madison." "Kick by 4 good." "Penalty enforced on kickoff, Langley ball at Langley 50." To enter this sequence, first enter:

```
Rush:23 ?:. At:TD
```

then enter

```
PAT type:K By:10 Res:M
```

then enter

```
Pen:PF Team:M Res:A ##:TM Spot:L50 Dwn:N
```

You can also enter a comment into the play-by-play to explain what has happened.

Formation

This function is completely optional. Press "**F**" to enter the formation for a play. The formation code is only used in the Play Breakdown reports (primarily for scouting purposes). The enter the ensuing play by pressing "**R**" for rush, "**P**" for pass, etc., on the same screen as the formation code

Kick-related commands

To access the kicking commands, press "**K**" from the initial command list. Enter the uniform number of the kicker, the yardline where the kick is credited to, and the kickoff result code.

```
            Kicking command list

    O - Kickoff/free kick
    P - Punt
    F - Field goal
    A - Point after
```

Kickoff/free kick

From the kicking commands list press "**O**" to score a kickoff or a free kick after a safety. The kickoff result codes (abbreviated as "**Res**:" on the Input screen) always prompt for what happened on the kickoff. Kickoff result codes can be:

```
R       Return
T       Touchback
O       Out-of-bounds
C       Fair catch
N       On-side kick
```

Returned: Use the "**R**" (returned) result code. For example, the caller may say "Kickoff by 17 to the Madison 12, returned by 23 ...".

```
Kick:17 To:M12 Res:R
Return:23 ?:T
```

Out of bounds: Use the "**O**" (out of bounds) result code. For example, the caller may say "Kickoff by 17 to the Madison 12, out of bounds, spot ball at Madison 35".

```
Kick:17 To:M12 Res:O
Team:M Spot:M35 Drive start:Y
```

You are prompted to indicate whether a penalty was assessed and a re-kick occurs, or if the receiving team accepts a ball spot by ruling.

```
(P)enalty and kickoff again, or
(S)pot ball for receiving team. . .press [P] or [S]
```

Penalty assessed and repeat kickoff: If the kicking team is assessed a penalty, press "**P**" and enter the penalty information. Note that the kickoff **stats do NOT count** in this situation - where the kicking team kicks off again.

```
Kick:17 To:M12 Res:O
Pen:OB Team:L Res:A ##:17 Spot:M35 1st:N
Stats count on this play?:N
```

Spot ball for receiving team: If the receiving team elects to take possession at a spot by ruling, press "S" and enter the new ball spot where the receiving team takes possession. Note that the kickoff stats DO count in this situation -   you must accept the stats on the play or the kicking team will still have the ball!

```
Kick:17 To:L05 Res:O
Team:L Spot:L35 Drive start?:Y
Stats count on this play?:Y
```

Touchback: Use the "**T**" (touchback) result code. For example, the caller may say "Kick-off by 17 to the Madison end-zone, touchback".

```
Kick:17 To:M0  Res:T    (or)
Kick:17 To:EZ  Res:T
```

Fair catch: Use the "**C**" (fair catch) result code. For example, the caller may say "Kickoff by 17 to the Madison 12, fair catch by 23".

```
Kick:17 To:M12 Res:R
Fair catch by:23
```

Downed: Use the "**D**" (downed) result code to indicate the ball was downed by the receiving team on the kickoff. This can happen if a lineman just falls on the kickoff an makes no attempt to return. For example, the caller may say "Kickoff by 17 to the Madison 32, downed by Madison".

```
Punt:17 To:M12 Res:D
```

On-side kicks: Use the "**N**" (on-side kick) result code. For example, the caller may say "Kickoff by 17 to the Madison 45, on-side kick, recovered by Langley at the Madison 45 by 27".

```
Kick:17 To:M45 Res:N
On-side kick:
Recovering team:L At:M45 By:27
```

Fumbled: Use the "**R**" (returned) result code. Then enter "**F**" in the carry result code for the returner. For example, the caller may say "Kickoff by 17 to the Madison 12, fumbled by 23 at the Madison 12, recovered by Langley at the Madison 7 by 81 ...".

```
Kick:17 To:M12 Res:R
Return:23 ?:F At:M12
Recovering team:L At:M7  By:81 ?:T
```

Field goals

From the kicking commands list press "**F**" to score a field goal attempt.
The field goal result codes (abbreviated as "**Res**:" on the Input screen) always prompt for what happened on the field goal attempt. Field goal result codes can be:

```
G       Good
M       Missed
B       Blocked
R       Returned
```

Good: Use the "**G**" (good) result code. For example, the caller may say "Field goal attempt by 10 from 35 yards, good".

```
FGA:10 Dist:35 Res:G
```

Missed: Use the "**M**" (missed) result code. For example, the caller may say "Field goal attempt by 10 from 35 yards, missed, spot the ball at the Madison 25".

```
FGA:10 Dist:35 Res:M Spot at:M25
```

For missed field goals, you are prompted for whether the attempts was wide left/right, short, or hit the crossbar/left upright/right upright. Input codes are:

```
L       wide left
R       wide right
S       short
C       hit crossbar
1       hit left upright
2       hit right upright
```

Note: It is up to the scorer to implement the scoring rules for re-spotting the ball after a missed field goal. For example, depending on the rules for your league, the ball may be spotted at the 20 (touchback spot), at the previous scrimmage spot, or at the spot where the field goal was attempted.

Blocked: Use the "**B**" (blocked) result code. For example, the caller may say "Field goal attempt by 10 from 35 yards blocked, recovered by Langley at the Madison 40 by 85, blocked by 85".

```
FGA:10 Dist:35 Res:B
Recovering team:L At:M40 By:85
Blocked by:85
```

If the kicking team recovers the blocked field goal attempt, a rush or pass play may ensue. To enter this, press **ESC** to cancel the "Continue" command and press "**R**" for rush, "**P**" for pass, etc., to continue scoring the play. Note: Any play continuation after a blocked punt should be entered as part of the same play. That is, do not press the **SPACEBAR** to accept the play until you have entered the complete play, including the continuation.

Returned: Use the "**R**" (missed) result code. For example, the caller may say "Field goal attempt by 10 from 55 yards, kick to the Madison 2, returned by 23 ...".

```
FGA:10 Dist:55 Res:R Kick to:M2
Clock:08:45
Return:23 ?:
```

Single: Use the "**1**" (single) result code to indicate a CFL single was scored on the field goal attempt. For example:

```
FGA:10 Dist:35 Res:1
```

Good 4-pt FG: The Arena Football League allows 4-point field goal attempts. Use the "**4**" (good 4-pointer) result code. For example, the caller may say "Drop-kick field goal attempt by 10 from 35 yards, good".

```
FGA:10 Dist:35 Res:4
```

Missed 4-pt FG: Use the "**D**" (missed drop kick) result code. For example, the caller may say "Drop-kick field goal attempt by 10 from 35 yards, missed, spot the ball at the Madison 25".

```
FGA:10 Dist:35 Res:D Spot at:M25
```

Point after touchdown

From the kicking commands list press "**A**" to score a point after attempt. You are prompted for the PAT type (kick, run, pass or drop-kick), the uniform number of the player attempting the point after, and a result code. The PAT type codes are:

```
K       Kick
R       Rush
P       Pass
D       Drop-kick (Arena)
```

The PAT result codes (abbreviated as "**Res**:" on the Input screen) always prompt for what happened on the point after attempt. PAT result codes can be:

```
G       Good
M       Missed
B       Blocked
F       Fumbled
X       Intercepted
```

Good: Use the "**G**" (good) result code. For example, the caller may say "Point after kick by 10 good", or "Point after rush by 10 good", or "Point after pass by 10 to 81 good". Note that the "To:" prompt only needs to be filled in for the receiver's uniform number on a pass attempt.

```
PAT type:K By:10 To:    Res:G
PAT type:R By:10 To:    Res:G
PAT type:P By:10 To:81 Res:G
```

Missed: Use the "**M**" (missed) result code. For example, the caller may say "Point after kick by 10 missed", or "Point after rush by 10 missed", or "Point after pass by 10 to 81 missed". Note that the "To:" prompt only needs to be filled in for the receiver's uniform number on a pass attempt.

PAT type:**K** By:**10** To: Res:**M**
PAT type:**R** By:**10** To: Res:**M**
PAT type:**P** By:**10** To**: 81** Res:**M**

Blocked: Use the "**B**" (blocked) result code. For example, the caller may say "Point after kick by 10 blocked by 85". This is treated as a failed PAT attempt.

```
PAT type:K By:10 To:    Res:B By:85
```

Fumble: Use the "**F**" (fumble) result code. For example, the caller may say "Point after rush by 10 fumbled". This is treated as a failed PAT attempt.

```
PAT type:R By:10 To:    Res:F
```

Intercepted: Use the "**X**" (interception) result code. For example, the caller may say "Point after pass by 10 intercepted". This is treated as a failed PAT attempt.

```
PAT type:P By:10 To:    Res:X
```

Returned PATs by the defense: When the result is blocked, fumbled or intercepted, you are prompted whether the defense attempted a return of the PAT, and whether the defense returned the ball the entire length of the field for a defensive extra point attempt. Answer "**Y**" to credit the defense with a score on the PAT attempt.

Game control commands

Game control commands are used for various situations: setting the ball spot, down and distance, quarter, entering timeouts, etc. To access game control commands, press "**G**" (Game control) from the initial command list.

```
          Game control command list

  S - Spot ball      Q - Set quarter
  C - Set clock      H - End of half
  D - Set down       N - New half
  T - Timeout        U - Uniform chg
                     P - Possession chg
```

Spotting the ball

You can also use the Spot ball command to force a specific field position scenario.

In most cases, the software will automatically spot the ball for you based on your play inputs. However, some situations can arise where you will need to manually spot the ball: at the start of a half, after a loss of possession on downs when the ball is between two hash marks, and other situations. Press "**S**" from the Game control command list to respot the ball. Then enter the team that has possession of the ball, the yardline and whether to set the current drive start yardline to this ball spot:

> Team:**L** Spot:**L35** Drive start:**Y**

Enter "**Y**" in the Drive start field if you want the yardline you enter to be the start of drive spot, otherwise enter "**N**" in this field.

Note: You can also use the Spot ball command to <u>force</u> a specific field position scenario. For example, if you notice the current ball spot is incorrect, but do not have time right now to correct the play entry to fix the situation, you can enter a ball spot command to temporarily correct the situation until you have time to fix the offending play in the Play Editor. You may also need to use Game control | Set down function at the same time.

Clock times

You are automatically prompted for clock times when a team scores, a timeout is called, a new drive starts, etc. You can also manually enter a clock time at any point. For ex ample, at the end of a close game you may want to insert the clock time into the play-by-play summary at strategic points in the game. Press "**C**" from the Game control com mand list to manually enter a clock time. The time must be entered as "MM:SS".

> Clock:**01:32**

Down and distance

You can also use the Set down command to <u>force</u> a specific down/to go scenario.

The software automatically tracks the current down and distance for you. However, if you need to override the program's interpretation of the correct down and distance you can this manually. Press "**D**" from the Game control command list to manually enter the down and distance.

> Down:**2** ToGo:**15**

New quarter

When a new quarter starts you must select Game control and press "**Q**" to indicate the start of the new quarter.

> Qtr:**2**

Use quarter number "**5**" for the overtime quarter.

End of half

When the either the 1st half ends or the 2nd half ends you must select Game control and press "**H**" to indicate the end of the half. This command sets the clock time to "00:00" and closes off the current drive.

```
Half:
Clock:00:00
```

Start new half

At the start of each half you can select Game control and press "**N**" to indicate the start of the half. This lets you set the quarter, clock time, and the kicking team and ball spot to start the half. For example:

```
Qtr:3
Clock:15:00
Team:L Spot:L35 Drive start:Y
```

Note: This command is a shortcut for entering information in the Game control|Quarter and Game control | Spot ball commands.

Timeouts

When a timeout occurs, select Game control and press "**T**" to indicate a timeout. You are prompted for the team taking the timeout and for the clock time.

```
Timeout by:L
Clock:01:20
```

Possession change

The software changes possession for you automatically during normal game scoring. You can select Game control and press "**P**" to force an arbitrary change of possession (and a new drive) under unusual situations such as:

--Overtime "shootout" changes of possession
--Pre-season controlled scrimmage changes of possession

For example, in high school overtime, after setting up the overtime quarter, press "**G**" for Game control and press "**P**" for Possession change. Then specify the team in possession, ball spot, and the down and distance.

Overtime handling

Use the following procedures if your game goes into overtime, and your venue uses a "shootout" method for overtimes. That is, where each team gets the ball on a specified yardline with an opportunity to score; the are no intervening kickoffs or punts; and no actual "time of possession" is accounted for.

1. Close out the 4th quarter with Game control | End half.
2. Start the overtime period with Game control | Quarter.
3. Specify Qtr:5 and Clock:15:00 (or 12:00 for high school).
4. At the start of each new drive use Game control | Possession change. This is required for generating a proper drive chart entry for each "arbitrary" change of possession.
5. Whenever prompted for a clock time, always enter "15:00" (or 12:00 for high school). This is required so that no time of possession statistics are generated during the overtime.

6. Do **not** "close out" the end of the overtime period - leave the clock at 15:00.

Uniform changes

When a player switches uniform numbers during the game, select Game control and press "**U**" to indicate a uniform number change. Enter the team abbreviation and "roster" player uniform ##, followed by the new uniform number being worn. For example, if the Langley's Jones is on the roster as uniform number "25", has his jersey torn and borrows Xavier's jersey "41", enter:

Team:**L** ##:**25** Now wearing:**41**

From that point on, any stats you enter for uniform number "41" will be credited to Jones instead of Xavier. If later in the game Jones gets his original uniform number back, indicate that Xavier has reclaimed his uniform by entering:

Team:**L** ##:**41** Now wearing:**41**

Defensive play commands

Normally, the software will prompt you for all defensive stats while you are scoring each play. However, you can manually enter stats for defensive situations from the Defensive command list. To access Defensive commands, press "**D**" (Defense) from the initial command list.

```
          Defense command list

  T - Tackle          X - Safety
  S - Sack
  B - Pass breakup
  O - Out of bounds
```

Tackle

Press "**T**" from the Defense command list to manually enter tackle statistics. You can enter one or two uniform numbers. If you enter two uniform numbers the software automatically credits an assist to both tacklers.

Tackle:**43 85**

Sacks

Press "**S**" from the Defense command list to manually enter sack statistics. You can enter up one or two uniform numbers. If you enter two uniform numbers the software automatically credits an assisted sack to both tacklers.

Sack by:**43**

Pass breakup

Press "**B**" from the Defense command list to manually enter pass breakup statistics. Enter a single uniform number for the defender being credited with at pass breakup.

Broken up by:**7**

Out of bounds

Press "**O**" from the Defense command list to manually enter an out-of-bounds situation. This does not affect stats but is reflected in the play-by-play summary.

Safety

The software will normally automatically prompt you to credit a safety as a result of your play entries. However, you can press "**X**" from the Defense command list to manually enter a safety. Enter the team that scored the safety and a single uniform number for the defender being credited with the score (or enter "**TM**" for a team safety).

```
Safety scored by team:L ##:95
Safety scored by team:M ##:TM
```

QB hurries

Press "**Q**" from the Defense command list to enter a QB hurry (QBH). Enter the team and uniform number for the player to be credited with a QBH.

```
QB hurry by team:L by:95
```

Other play commands

Normally, the software will prompt you for all statistics while you are scoring each play. The "Other" command list lets you manually enter various statistics when you are not prompted automatically by the software. To access Other commands, press "**O**" (Other) from the initial command list.

```
     Other command list

R - Return
F - Fumble
M - Misc fumble
C - Continue/Lateral
N - No play
T - Touchback
```

Returns

The software will normally prompt you for return statistics while you score the game. However, you can press "**R**" from the Other command list to manually enter a return. Enter the uniform number of the returner and the carry? result code.

```
Return:27 ?:T
```

Fumbles

The software will normally prompt you for fumble statistics while you score the game. However, you can press "**F**" from the Other command list to manually enter fumble infor- mation. Enter the team recovering the ball, yardline where the ball was recovered, uni- form number of who recovered the ball, and the carry? result code.

```
Recovering team:M At:L5  By:43 ?:T
```

Misc fumble

Press "**M**" from the Other commands list to indicate a miscellaneous or continuation fumble with no yardage charged to a ball carrier. The miscellaneous fumble should only be used for special scenarios where a fumble occurs, the offense retains possession of the ball, and no statistics are charged at the point of the fumble.

The Misc fumble input is useful for dropped snaps where play continues...

For example, on a passing play the quarterback (#12) drops the snap, picks up the ball and throws an incomplete pass:

```
        Misc fumble by:12
        Pass:12 Res:I
```

Or, on a punting play the kicker (#17) drops the snap, picks up the ball and proceeds to punt the ball downfield:

```
        Misc fumble by:17
        Punt:17 To:M12 Res:R
```

Note: When a miscellaneous fumble is entered in conjunction with a blocked punt, the software charges the individual kicker with a punt attempt instead of charging "Team" with a punt attempt.

Continue/lateral

The software will normally prompt you for continue/lateral statistics while you score the game. However, you can press "**C**" from the Other command list to manually enter con tinuation information. Enter the uniform number of the ball carrier and the carry? result code.

```
        Cont:27 ?:T At:L40
```

No play

The software will normally prompt you whether the play is accepted on a penalty. How ever, you can press "N" from the Other command list to manually indicate whether to ac cept the play.

```
        Stats count on this play:N
```

Touchback

You can manually indicate a touchback by selecting "**T**" from the Other command list. The software will respot the ball at the touchback ball spot.

Entering free-text comments

To enter a free-text comment, press "C" from the Initial command list. You can enter up to 65 characters on a line, and you can enter several comments sequentially if your com ment will not fit on a single line.

```
                          Comment

  CMT:
  Langley wins coin toss, elects to receive. Madison defends
  north goal.
```

Comments will appear only in the play-by-play summary.

Remote display messages

To send a message to the remote display monitor, press "M" from the Initial command list. You can enter up to 65 characters on the message line. The message will be dis played at the bottom of the remote monitor.

```
                    Remote display message


   Enter message or blanks to erase current message:
   Jones has just set single-season rushing records with 1745
   total yards.
```

NOTE: The message text will remain displayed on the remote display monitor until you clear (blank out) the message. Press "**M**" and press the spacebar to clear the message.

Quick key shortcuts

Several "quick" keys are available from the Play-by-Play Input window to let you quickly access reports and other program functions. Refer to the chapter on "Getting started" or to your TAS For Football Reference Card for a complete list of quick keys.

8   Using the play editor

The Play Editor lets you correct or add play inputs. You may need to correct a yardline, uniform number, field goal result, add a comment to a play, etc. You can quickly edit the most recently entered plays, or locate a plays within drives earlier in the game.

Starting the play editor

To start the Play Editor from the Play Input screen press either the **LEFT ARROW** key or the **RIGHT ARROW** key. You can also start the Play Editor by selecting Edit from the Scoresheet menu.

To edit the last play you entered, use the quick key shortcut **ALT+E**.

Selecting recent plays

Press the **RIGHT ARROW** key to edit the most recently entered plays. A list of the last 15 or so plays that were entered are displayed, with the ">" cursor symbol pointing at the last play in the game.

Selecting plays from any drive

Press the **LEFT ARROW** key displays a list of all drives in the game.

```
                        Drive List

   CS : 1st 15:00 at C20 on Kickoff (10-47 05:02 Interception)
   MU : 1st 09:58 at M17 on Interception (3-0 00:26 Punt)
   CS : 1st 09:32 at M47 on Punt (5-47 02:07*TOUCHDOWN)
   MU : 1st 07:25 at M26 on Kickoff (4-40 01:54 Interception)
 > CS : 1st 05:31 at M35 on Interception(5-14 02:06 Punt)
```

Note: You can also press the **UP ARROW** key to display the same list of drives, but with the initial cursor (>) at the top of the list instead of at the bottom:

The information displayed in the Drive list is:

--Team abbreviation (C for Central State, for example)
--Drive start quarter, time and yardline
--How gained possession
--Drive summary (plays-yards, time of possession)
--How lost possession

The idea is to use the Drive List as an index so you can quickly "home" in on the portion of the game you need to edit. The ">" symbol points to a drive in the list. Use the list command keys (described in the chapter on "Getting Started") to move to the drive you want to select and press **ENTER**.

The drive play list

Whether you select the current drive, or a specific drive from the Drive List, a list of plays for the selected drive is displayed.

```
    CS : 1st 09:32 at M47 on Punt (5-47 02:07*TOUCHDOWN)


        4-10 M17 PUNT:9,V47 RET:14,H47
        1-10 M47 {09:32
        1-10 M47 RUSH:41,H47 TACK:36,31
        2-10 M47 PASS:17,C,4,H20 TACK:36
        1-10 M20 RUSH:32,H14 TACK:41
        2-4  M14 RUSH:41,H11 TACK:57,24
        3-1  M11 RUSH:41,H00 T:07:20 PEN:H,OD,D
        1-2  M02 PAT:K,18,G
      > 1-2  C35 KO:18,H18 RET:32,H26 TACK:37
```

The list may be confusing at first, but you will find that you can quickly home in on the play you want to edit based on the context that is displayed. For example, the above list would correspond with the following play-by-play narrative (using uniform numbers instead of names, and team abbreviation characters instead of "**V**" or "**H**" for yardlines):

```
M 4-10 M17  9 punt 36 yards to CS47, 14 return 6 to MU47.
C 1-10 M47  CENTRAL STATE drive start at 09:32 (1st), CS ball on MU47.
C 1-10 M47  41 rush for 0 yards to Mu47 (36,31).
C 2-10 M47  4 pass from 17 for 27 yards to MU20, FIRST DOWN CS (36).
C 1-10 M20  32 rush for 6 yards to MU14 (41).
C 2-4  M14  41 rush for 3 yards to MU11 (57,24).
C 3-1  M11  41 rush for 11 yards to MU0, FIRST DOWN CS, TOUCHDOWN,
            clock 07:20, offside declined.
C 1-2  M02  18 point after attempt (K) good.
C 1-2  C35   18 kickoff 47 yards to MU18, 32 return 8 to MU26 (37).
```

The ">" symbol points to a play in the list. Use the list command keys to move to the play you want to select and press **ENTER**. A list of keywords in that play is then dis played for you to edit.

Selecting plays from a specific quarter

Press the **DOWN ARROW** key to edit the plays from a specific quarter. Choose which quarter, and a list of all plays in the selected quarter are displayed for editing.

Play edit command keys

When the play list is displayed, move the ">" cursor to the play you want to operate on and press one of the following keys:

Press this key:	*To do this:*
ENTER	make a quick/simple change to the selected play
R	completely replace the selected play
I	insert a new play before the selected play
D	delete the selected play
C	insert a comment after the selected play
ESC	exit from the play list

Changing a play

*Press **ENTER** to make a quick change to a play (such as a uniform number or yardline.) Press **R** to replace (re-key) the play if the changes are more complicated.*

When you select a play to edit, the Edit Play window is displayed and shows a list of key words in the selected play. You can press tab to get to the keyword you want to change, or use the arrow keys to move to a particular character. Then type in the corrected value and press **CTRL+ENTER** to complete your changes. Or, you can press **ESC** to cancel the changes and return to the drive play list.

For example, if you entered a rushing play and typed "41" instead of "40" for the uni form number of the rusher, and entered the 25 yardline instead of the 26 yardline, select that play to edit:

```
                        Edit Play


        Yardlines: V=CS          H=MU



           RUSH:41,V25
           TACK:24,41




                  Ctrl+Enter=complete changes
                       Esc=Cancel   F1=Help
```

Then change the "**41**" entry to "**40**" and the "**V25**" entry to "**V26**".

```
                        Edit Play


        Yardlines: V=CS          H=MU



           RUSH:40,V26
           TACK:24,41




                  Ctrl+Enter=complete changes
                       Esc=Cancel   F1=Help
```

In the Edit Play window all yardlines are displayed as the Visitor (**V**) or Home (**H**) yardlines, regardless of the team abbreviations that are being used on the Input screen. This is so the play keywords remain valid even if you change the team abbreviation in the middle of a game.

NOTES: You can use the **DEL** key to delete a character. Press the **INS** key to toggle between overtype and insert character modes (refer to the chapter on Getting Started for detailed information on how to enter data in windows).

Deleting a play

To delete a play, use the list command keys to move the ">" pointer to the play you want to delete and press "**D**". Then press "**Y**" to confirm you want to delete the play. The game statistics are automatically recalculated after you delete the play.

Inserting a play

To insert a play (or game control command) that was omitted earlier in the game, use the list command keys to move the ">" pointer to the point in the Play List where you want to insert a play and press "**I**". Then press either "**B**" or "**A**" to indicate whether to insert the play before or after the indicated line in the Play List.

A window showing the play you will be inserting before is shown in the upper right of the display to remind you of the context for inserting the new play. Key in the new play you want to insert in the Play Input window. Press the **SPACEBAR** to accept the play. The new play is inserted before or after the selected play as you indicated earlier. The game statistics are automatically recalculated after you insert the play.

NOTES: The Insert play command can be very handy for inserting game control com mands you omitted earlier in the scoring. For example, if you:

--omitted spotting the ball for the kicking team at the start of the half
--did not enter the start of a new quarter and continued scoring
--other similar situations

You can use the Play Editor, move to the desired spot in the play list, then press "**I**" to insert the correct Game control or other command at the desired location. The software will automatically recalculate all following places based on the change you have made. This can be much easier than re-entering a series of plays to adjust the context of the game for one missed entry!

For example, assume that at the beginning of the game team "**X**" is kicking off and you did not indicate that team "**X**" was kicking off. Later you notice that the stats are for both teams are reversed. To recover from this, you do not have to re-enter all the plays. All you need to do is

1. Start the Play Editor.
2. Move the cursor to the play for the initial kickoff.
3. Press "**I**", then "**B**" to insert a play before the kickoff play.
4. Press "**G**" (Game control), the "**B**" (Ball spot).
5. Enter information identifying team "X" in possession at the kickoff spot.
6. The ball spot "play" is inserted before the kickoff play.
7. Resume scoring, the software automatically recalculates the stats based on the change you made to the team in possession of the ball at the start of the game.

You can use a similar procedure if you forget to enter the change of quarter.

Replacing a play

To replace a play, use the list command keys to move the "**>**" pointer to the play you want to replace and press "**R**". The Play Editor window showing the play you will be re placing is shown in the upper right of the display. Key in the new play in the Play Input window. Press the **SPACEBAR** to accept the play. The game statistics are automatically recalculated after you replace the play.

Inserting a comment

To insert a comment, use the list command keys to move the "**>**" pointer to the play you want to insert a comment for and press "**C**". Enter the comment in the Comment window. The comment is inserted after the selected play.

Uniform typos

The software is designed to notify you when it detects that you have entered a uniform

number that is not on the roster, but does not force you to fix the roster or the play in order to continue scoring. There are often more pressing things to handle at the time. You can use the **F8** key to display individual stats while you score the game to monitor most of your player uniform number entries.

You should try to correct any uniform number typing mistakes as soon as possible. However, if you don't notice until later in the game that you have a uniform number with no name in one of your reports, finding the offending play can be time-consuming.

Finding a uniform number in the play list

The easiest tool for finding a play where you need to correct a uniform number is the Find function on the team roster displays. To use it, select Visitor roster or Home roster from the Game setup menu (or press **ALT+V** or **ALT+H** from the Play Input screen). Move the cursor to a player in the list and press the question mark (?) key. A list show ing all the plays in the game in which that player was involved is displayed. From here you can move to a row in the list and press **ENTER** to edit that play, or note the play for later reference.

Modifying stats after the game

Often, you may need to "tweak" stats after the game. To do this, you can either edit the in-game play entries, or use "Manaul game entry" to edit the raw statistics after the game. For example, you may want to modify the defensive stats the next day after coaches have reviewed the game film. Instead of editing the play-by-play input, you will probably find it easier to load the game in Manual game entry and alter the stats from there. This method can be used for any stat category. Just keep in mind that if you load the game in play-by-play mode later, do not save the game while in play-by-play mode or your manual "tweaks" will be overwritten by the re-calculated game stats.

Play keywords

The following play keywords are used when you change a play by pressing **ENTER** from the Play List:

Description:	Keyword format
Rush:	RUSH:uni,ydline
Pass:	PASS:from,result[,to,ydline
Ball spot:	SPOT:team,ydline,Y|N
Tackle	TACK:uni,uni,uni
Sack:	SACK:uni,uni,uni
Pass breakup:	BRUP:uni
Down & distance	D:down,togo
Penalty:	PEN:team,pen-code,A|D|O,uni,ydline,N|+|1
Return:	RET:uni,ydline
Punt:	PUNT:uni,ydline
Kickoff:	KO:uni,ydline
Set quarter:	Q:number
Set drive start time:	{:MM:SS
Set clock	T:MM:SS
Field goal attempt:	FGA:uni,distance,result,spot
Point after try	PAT:type,uni,result,return-uni
Fumble:	FUMB:recovering-team,ydline,uni
Forced fumble:	FORCE:uni
Safety:	SAF:team,uni
Continuation/lateral:	+:uni,yardline
Blocked by:	BLOK:uni
Timeout:	TOUT:team
Deadball foul	DEAD:

Penalty codes

The following penalty codes are supported:

12 - 12 men on the field
BB - illegal batting
BL - illegal block
CL - clipping
DG - delay of game
EN - encroachment
EQ - failure to wear required equipment
FC - illegal fair catch signal
FM - face mask
FO - illegal formation
FP - illegal forward pass
FS - false start
HC - illegal helmet contact
HO - holding
HR - helping runner
ID - ineligible downfield on pass
IG - intentional grounding
KI - kick catching interference
KK - illegal kicking
MO - illegal motion
NF - noncontact foul
OD - offside defense
PA - illegal participation
PD - player disqualification
PF - personal foul
PI - pass interference
PR - illegal procedure
RH - roughing holder
RK - roughing kicker
RP - roughing passer
SH - illegal shift
SI - sideline interference
SU - substitution infraction
TO - illegal touching
TR - tripping
UC - unsportsmanlike conduct
UH - illegal use of hands

9   Viewing game information

Scoreboard display

Check the scoreboard display after you enter each play. Be sure to monitor the down, distance, and yardline values to verify they match the actual game situation

The Scoreboard Display always shows the current:

--Down and distance
--Ball spot
--Line score
--Quarter
--Drive information
--Team stats summary
--Individual stats for last play entered
--Play narrative for last play entered

You can monitor this information for any discrepancies. These displays can help you note a scoring error or misinterpretation by the software of your entries. Use the Play Editor to correct any discrepancies.

Line score display

The upper left area of the screen is used to show the current down, to go, ball spot, and line score. The drive information show the number of plays, yards, and the clock time when the current drive"Started:". When a drive ends in a score, the time of possession for the drive is displayed as "Used:".

Team stats display

A summary of the current team statistics are always displayed and updated after each play you enter. This display lets you monitor overall team statistics at a glance.

NOTE: You can press the **F8** key to switch between displaying team stats and individual stats on the scoreboard display.

Individual stats

Key individual stats for the last play entered are shown at the bottom right of the screen below the team stats. Rushing, passing and receiving stats are shown here for the players involved in the play just entered.

Game reports

You can display any of the formatted game reports at any time to review current game statistics. You can access these reports from the Reports menu, or you can quickly access them from the Play Input screen by pressing one of the following keys:

ALT+R	**Display the reports menu**
ALT+1	**Display the scoring summary**
ALT+2	**Display the current team stats**
ALT+3	**Display the current individual stats**
ALT+4	**Display the drive chart**
ALT+5	**Display the current defensive stats**
ALT+6	**Display the play-by-play summary**
ALT+7	**Display the quickie stats report**

Refer to the chapter on "Game reports" for additional information on game reports.

10   At the end of the game

Perform game wrap-up functions at the end of the game. Here you close out the 2nd half, enter team records, complete your general game information, and fill out player participation information.

Closing out the half

If you haven't done so already, close out the 2nd half on the Play Input screen by selecting Game control | End half (press "**G**", then "**H**"). This closes out the clock time for the last drive in the game.

Game wrap-up

Next, enter final game information by selecting Wrapup game from the Main menu. This lets you enter the overall records for each team, the end time and total elapsed time for the game, and the attendance on the Game info window.

Player participation

After you complete the Game info wrap-up, you are prompted to enter player participation information. Answer "**Y**" to the prompt if you want to enter this information now, or press **ESC** to wait until later. You may have more pressing things to do like getting game reports out the coaching staff or to the media.

You can enter player participation at any time by selecting the Visiting or Home team rosters for a particular game. The software shows a player participation "indicator box" next to each player who is to be credited with a game played. Players with statistics in the game are automatically credited with a game played. To credit other players with a game played, use the cursor keys to move to a player and press the **SPACEBAR** to activate the player participation "indicator box" for the player. Alternatively, you can press the **SPACEBAR** again to deactivate the "indicator box" for the player.

NOTES: You will find the Games Played Summary report useful as the season goes on to monitor your player participation statistics. Access this report by selecting Game summaries from the TASFB menu.

Game notes

If you want to add any game notes, select Game setup|Game notes. You can enter up to 4 lines of narrative text that will be displayed in the Scoring Summary and Newspaper Box reports.

Review your data

Review your reports -- and check for mistyped uniform numbers. If you notice any player entries in your game reports displayed with a uniform number but no name, you can use the Find function on the Visitor roster or Home roster to find the plays in which that player was involved and change the uniform number if required. Or, you can use the roster screen to add the player name for players that you just didn't have in the roster at the beginning of the game.

11   Manual box score entry

Startup for manual box scores

Select Manual game entry from the TASFB menu to start the Manual box score entry program. This program lets you enter game data for away games or for other situations where you cannot score a game play-by-play. Or, you can use it to "tweak" the stats for a game you scored play-by-play using the In-game scoring function.

Manually editing a "play-by-play" game

You can use the Manual game entry function to modify statistics for a game that you have scored "live" using the In-game scoring function. The most common example of this is for changing the defensive statistics after a post-game review of the game films.

To do this, load the game using Manual data entry and then alter the statistics as described below. You can set the "Split def stats" option to "Y" to split off (keep separate) the defensive statistics from the play-by-play stats. That way you will retain the defensive stats settings even if you later go back and alter the in-game scoring for that game. This option only applies to games you originally scored using the in-game program, and later altered using the manual game entry program.

Manually entering stats for a new game

The game setup for a new game in manual data entry is the same as for in-game play-by-play entry:

1. Enter rosters prior to entering the game by using the Utilities Roster maintenance function.
2. After starting Manual game entry, select Game setup to access the game setup functions.
3. Select Game setup | Teams to identify the teams for the game.
4. Select Game setup | Game info to enter general game information.
5. Exit the Game setup menu to return to the Main menu.
6. Select Scoresheet from the Main menu to display the Scoresheet menu.

Line score

Select Line score from the Scoresheet menu to access the Line score window. This window lets you enter the number of quarters that were played and the score-by-quarter results for a game.

```
                Line score

    Quarters: 4

    Score by quarter      1  2  3  4 OT
    ----------------      -- -- -- -- --
    Langley               7  0 13  3  0
    West Springfield      6  7  3  0  0
```

Quarters: Enter the number of quarters played. Of course this is normally 4, but you can enter 5 here to indicate an overtime quarter.

Scores: Enter the number of points scored by each team for each quarter

Team stats

Select Team stats from the scoresheet menu to display the Team Stats window. This window lets you enter overall team statistics for both teams in the game.

```
                    Team Stats

                   LAN       WS
1st downs rushing   7         7
1st downs passing   6         4
1st downs penalty   1         4
Penalties-Yards    10-96    5-124
Fumbles-Lost        1-1      4-3
Miscellaneous Yds   0         20


3rd down conversions  1st    2nd    3rd    4th    OT
--------------------  --/--  --/--  --/--  --/--  --/--
Langley                2/ 3   0/ 2   1/ 3   1/ 4   0/ 0
West Springfield       0/ 1   0/ 2   0/ 1   0/ 0   0/ 0


4th down conversions  1st    2nd    3rd    4th    OT
--------------------  --/--  --/--  --/--  --/--  --/--
Langley                0/ 0   0/ 0   0/ 0   1/ 2   0/ 0
West Springfield       0/ 0   0/ 0   0/ 1   0/ 0   0/ 0


Time of possession    1st    2nd    3rd    4th    OT
--------------------  --/--  --/--  --/--  --/--  --/--
Langley              06:27 07:45 07:09 09:53 00:00
West Springfield     05:33 04:15 04:51 02:07 00:00
```

1st downs rushing: Enter the number of first downs for the team by rushing.

1st downs passing: Enter the number of first downs for the team by passing.

1st downs penalty: Enter the number of first downs for the team by penalty.

Penalties-Yards: Enter the number of penalties charged against the team, followed by the total number of penalty yards charged against the team.

Fumbles-Lost: Enter the total number of fumbles committed by the team, followed by the total number of fumbles lost by the team.

3rd down conversions: Enter the number of 3rd down conversions attempted / the number of 3rd down conversions successful for the team for each quarter. You can "plug" all the 3rd down conversion stats in the 1st quarter if you don't have a quarter-by-quarter breakdown available.

4th down conversions: Enter the number of 4th down conversions attempted / the number of 4th down conversions successful for the team for each quarter. You can "plug" all the 4th down conversion stats in the 1st quarter if you don't have a quarter-by-quarter breakdown available.

Time of possession: Enter the time of possession for the team for each quarter. You can "plug" all the time of possession stats in the 1st quarter if you don't have a quarter-by-

quarter breakdown available, or "plug" them in the 1st and 3rd quarter if you only have time of possession by half available.

Individual stats

Select **VISITOR STATS** or **HOME STATS** from the scoresheet menu to access individual stats for the selected team.   Select a stats category from the menu that is displayed.

```
 VISITOR STATS

 Rushing
 Passing
 Receiving
 Returns
 Kicking
 Extra points
 Defense
```

This menu lets you add players to the stats sheet and access the detailed Individual Stats window for each category to enter stats for individual players.

The Player Stats List is initially blank. Player stats are added to the display as you enter the data to make it easier to see what you have entered.

For each category a list of players with stats in that category is displayed. Each list is initially blank; players are added to the list as you add stats to the stats scoresheet.

To add a player to the stats list for any category, press "**A**" (or press **ENTER** when the cursor is in the header area of the list). The roster is displayed for the team; move the cursor to the player you want to add to the stats sheet and press **ENTER**. The stats window for that player is displayed. Note that you must enter the roster for the team be fore entering individual stats for a player.

NOTE: You can enter a single entry for the opposing team stats if you don't want to enter stats for each individual player on the opposing team. To do this, add a player named "**TEAM**" with a uniform number of "**TM**" to the opponents team roster. Then se lect "**TEAM**" as a player in the Player Stats List and enter the combined total opponent stats for this pseudo "player".

To edit stats for a player already added to the Player Stats List, move the cursor to that player and press **ENTER**. The stats window for that player is displayed.

Rushing

```
>                        |-------RUSHING------|
  ## Name                 Att  Net Loss TD Long
  3  Ron Powlus            5    -5   10  0    5
  11 Tom Krug              1    -5    5  0    0
  19 Marcus Thorne         2    34    0  0   30
  23 Autry Denson         12    38   12  1   10
  25 Randy Kinder         17   110    0  1   19
  28 Ken Barry             2    11    0  0    7
  31 Robert Farmer        14    58    4  0   17
```

Rushing: Enter the number of rushing attempts, net yards gained, yards lost rushing, touchdowns scored rushing, and longest rush for the player. **NOTES:** Enter yards lost rushing as a positive number. **Be sure to enter "net" yards gained rushing in the "Net" column.**

```
    ## 25 Randy Kinder

    |----RUSHING-----|
    No. Net Loss TD Lg
     17 110     0  1 19
```

Receiving

```
>                         |---RECEIVING---|
    ## Name             No.  Yds TD Long
    1   Todd Dvorak       3   56  0   27
    5   Emmett Mosley     2   28  0   21
    25 Randy Kinder       1    4  0    4
    44 Marc Edwards       3   46  0   19
    88 Leon Wallace       2   41  0   35
```

Receiving: Enter the number of receptions, yards gained receiving, touchdowns scored receiving, and longest reception for the player.

```
    ## 1   Todd Dvorak

    |-RECEIVING-|
    No. Yds TD Lg
     3   56  0 27
```

Passing

```
>                    |-------------PASSING-------------|
    ## Name           Att Comp  Int  Yds TD Long Sack/Yds
    3   Ron Powlus     18   13    0  200  0   35    0/0

    11 Tom Krug         0    0    0    0  0    0    1/5
```

Passing: Enter the number of passes attempted, number of passes completed, number of passes intercepted, yards gained passing, touchdown passes, longest pass completion, number of times sacked, and yards lost on sacks for the player.

```
    ## 3   Ron Powlus

    |----------PASSING----------|
    Att Cmp Int Yds TD Lg Sack/Yds
     18  13   0 200  0 35    0/  0
```

Returns

```
>                         |--PUNT RET-|  |--KICK RET-|  |--INT RET--|  |--FUMB RET-|
   ## Name                No. Yds TD Lg No. Yds TD Lg No. Yds TD Lg No. Yds TD Lg
   5  Emmett Mosley         0   0  0  0   1  16  0 16   0   0  0  0   0   0  0  0
   30 Jarvis Edison         0   0  0  0   0   0  0  0   0   0  0  0   1   8  1  8
   83 Scott Sollmann        3  17  0 11   0   0  0  0   0   0  0  0   0   0  0  0
   93 Paul Grasmanis        0   0  0  0   0   0  0  0   0   0  0  0   1   7  0  7
```

Punt returns: Enter the number of punt returns, punt return yardage, touchdowns scored on punt returns, and longest punt return for the player.

Kick returns: Enter the number of kick returns, kick return yardage, touchdowns scored on kick returns, and longest kick return for the player.

Int. returns: Enter the number of interceptions, interception return yardage, touchdowns scored on interception returns, and longest interception return for the player.

Fumble returns: Enter the number of fumbles recovered, fumble return yardage, touchdowns scored on fumble returns, and longest fumble return for the player.

```
## 83 Scott Sollmann

|-PUNT RETURNS-|  |-KICK RETURNS-|  |-INT. RETURNS-|  FUMBLE RETURNS
No. Yds TD Long   No. Yds TD Long   No. Yds TD Long   No. Yds TD Long
  3  17  0   11     0   0  0    0     0   0  0    0     0   0  0    0
```

Kicking

```
>                         |---------PUNTING--------|   |----FGs----|
   ## Name                No.   Yds Lg Bl TB FC DN 20  Att Mad Lg Bl
   8  Hunter Smith         2    40 37  0  0  1  1  1    0   0  0  0
   20 Kevin Kopka          0     0  0  0  0  0  0  0    3   2 38  0
```

Punting: Enter number of punts, total punt yards, longest punt, and number of punts blocked for the player.

Field goals: Enter number of field goals attempted, number of field goals made, longest field goal made, and number of field goals blocked for the player.

Extra points

```
>                         |-Kick----Rush----Pass----|  |-KRet---I/FRet-|
   ## Name                Att Mad Att Mad Att Mad Rcv   Att Mad
   20 Kevin Kopka          5   5   0   0   0   0   0     0   0    0   0
```

Offensive extra points: Enter number of offensive extra points attempted and made by kick, rush, pass or reception for the player. Note that the passes attempted/made en-

tries are for the quarterback (or other passer) only. For successful pass attempts, you should also enter a value in the "Rcv Mad" column for the receiver.

Defense X Pts: Enter the number of defensive extra point returns attempted, and the number of extra point returns made via kick return (after a blocked attempt) or by interception/fumble (I/F) return for the player.

```
## 20 Kevin Kopka

 |OFFENSIVE X-POINTS|     |DEFENSE X PTS|
  Kick   Rush   Pass Rcv    KickRet I/F Ret
 At Md At Md At Md Md      Att Mad Att Mad
  5  5  0  0  0  0  0        0   0   0   0
```

Defense

```
>                    |---TACKLES---|   |--SACKS---|      Brk      Fumbles Blk
   ## Name            UA    A TFL-Yds   UA   A  Yds QBH  Up Saf Rcv Frc Kck
   2  Kinnon Tatum    4    1   1-7       0   1   7   0   1   0   0   0   0
   6  Lyron Cobbins   3    2   0-0       0   0   0   0   0   0   0   0   0
   13 Bert Berry      4    4   0-0       0   0   0   0   0   0   0   1   0
   17 Brian Magee     2    1   0-0       0   0   0   0   1   0   0   0   0
   24 Ty Goode        1    0   0-0       0   0   0   0   0   0   0   0   0
   26 Mark Monohan    0    1   0-0       0   0   0   0   0   0   0   0   0
   30 Jarvis Edison   1    0   0-0       0   0   0   0   0   0   1   0   0
```

Tackles: Enter the number of unassisted tackles, assisted tackles, number of tackles resulting in a loss, and number of yards lost (for tackles resulting in a loss). Include tackles resulting in a sack in the tackle-for-loss entries (since a sack is also counted as a tackle). For example, if Smith made a tackle for a loss on a rushing play and was also credited with a sack, enter "2" for the number of tackles by Smith, and the combined tackle/sack for loss yardage in the Tackles data for Smith.

Sacks: Enter the number of unassisted sacks, and the number of assisted sacks, and the number of sack yards to be credited to the player.

QBH: Enter the number of quarterback hurries caused by the player.

Pass BrUp: Enter number of passes broken up (defended) for the player.

Safety: Enter the number of safeties scored by the player.

Fumbles: Enter the number of fumbles recovered and forced by the player.

Blkd kick: Enter the total number of punts or field goals attempts blocked by the player.

Note: The software automatically calculates passes defended as pass-breakups + interceptions.

Do not include interceptons when filling in the Pass BrUp field. Instead, enter interceptions on the Returns entry screen.

```
## 2  Kinnon Tatum

|---TACKLES---|   |--SACK--|
        For Loss        Loss       Pass      |Fumbles| Blkd
  UA   A  No-Yds  UA  A Yds  QBH BrUp Saf Rcvr Forc Kick
   4   1   1   7   0  1  7    0   1   0   0   0    0
```

NOTES: When you use the Manual box score entry feature to "tweak" defensive stats after scoring a game play-by-play, defensive stats will saved in a separate location from the rest of your stats if you have the "Split def stats" option set to **Y**. This lets you make changes to other stats using the play-by-play features of the in-game scoring program without erasing the manual modifications you made to defensive stats.

The following categories are maintained in the "Split defensive stats" file:

--Tackles
--Sackes
--Pass breakups
--Fumbles recovered, forced
--Defensive extra points

Field goal attempts

Select FG attempts from the Scoresheet menu to enter history data for field goal attempts.

```
              Field Goal Attempts

   TEAM       ## Name           Qtr Clock Yds Res
   ----       -- -------------- --- --:-- --- ---
 > LAN        10 P.Ruzila       4th 00:05  28  G
   MAR        19 J.Thorpe       OT  12:00  30  M

  F1=Help <Enter>=Edit A=Add D=Delete <Esc>=Exit
```

Press "**A**" to add a new entry to the Field Goal Attempts list. The entry will be added to the end of the list, so you should add them in order in which they occurred. The Field Goal Attempt entry window is displayed to let you enter the field goal attempt details.

To modify an entry you have already made in the Field Goal Attempts window, move the cursor to a line in the list and press **ENTER**. The Field Goal Attempt entry window is dis played to let you modify the entry.

```
           Field Goal Attempt

   TEAM      ## Qtr Clock Yds Res
   ----      -- --- --:-- --- ---
     V       10  4  00:05  28  G
```

Team: Enter either "**V**" to indicate the visiting team or "**H**" to indicate the home team attempted the field goal.

##: Enter the uniform number of the player attempting the field goal (or "**TM**" to indicate "Team" for blocked kicks, etc).

Qtr: Enter the quarter in which the field goal attempt was made.

Clock: Enter the clock time when the attempt was made.

Yds: Enter the distance of the field goal attempt.

Res: Enter "**G**" to indicate the attempt was good, "**M**" to indicate the attempt was missed, "**B**" to indicate the attempt was blocked, or "**R**" to indicate the field goal attempt was missed and was returned by the defending team. For Arena Football you can also enter "**4**" to indicate a good 4-point FG, or "**D**" to indicate a missed 4-point drop-kick FG attempt.

You can also press "**D**" to delete the last entry in the Field Goal Attempts list. Use this to remove an unwanted entry, or if you entered the attempts out of order and want to re-enter the data in the desired correct chronological order.

Scoring summary

Select Scoring Summary to manually enter the scoring summary for a game. This information is displayed in the Scoring Summary and Newspaper Box Score reports.

Balance stats

The software will automatically balance several statistical categories to alert you to possible discrepancies in the stats data entry. Select Scoresheet | Balance stats to display the Balance window.

```
                    Balance

         Line score  15  OK  15 Individual scoring
         Touchdowns   2  OK   2 PAT attempts
   Pass completions  15  OK  15 Pass receptions
      Field goal att  1  OK   1 In FG attempts list
     Had intercepted  1  OK   1 Opp int returns
   Kicks had blocked  0  **   1 Opp kick blocks
        Fumbles lost  1  OK   1 Opp fumb recovered
```

Each line shows a particular stats category, the total count found, an indicator column, followed by the category of stats being compared. When the stats for a particular line balance, an "OK" is displayed in the indicator column. When the stats do not balance, an "**" is displayed to indicate an out-of-balance condition. The out-of-balance "**" indicators can help you identify and correct discrepancies in your data entry.

Stats that are balanced for each team include:

--The total points entered in the line score match the total points entered for individual players.
--The total number of pass receptions matches the the total number of pass receptions.
--The total number of field goal attempts entered for individual players matches the number of entries in the FG attempts list.
--The total number of passes intercepted matches the total number of opponent interception returns.
--The total number of punts and field goal attempts the team had blocked matches the opposing team's total number of defensive blocked kicks.
--The number of fumbles lost by the team matches the opposing team's total number of defensive fumbles recovered.

Red-Zone statistics

Select Red-zone stats to manually enter the results for drives inside the opponents 20 yardline. This information is displayed in the Red-Zone Stats Game-by-Game report.

```
          Red-Zone Stats

                    OS      PS
Time inside 20      5       4
Time scored         4       3
Points scored       20      17
Rushing TDs         1       1
Passing TDs         1       1
FGs made            2       1

End on FGA          1       0
End on downs        0       0
End on intcpt       0       0
End on fumble       0       0
End of half         0       0
End of game         0       1
```

Note: For games that you scored in-game (that is, play-by-play), you need to load the game into Manual entry to enter red-zone stats for that game. The red-zone stats you enter are remembered even if you later load and modify the game using In-game scoring functions.

Forfeits

To enter a forfeited game:

1. Run the Manual entry program.
2. Use Game setup to select the teams and enter Game Info.
3. On the Game info screen, enter the text "**FORFEIT**" in the Record field for the <u>losing</u> team.
4. Select Scoresheet | Line score and enter the line score for the forfeited game in accordance with your league/conference guidelines.

12 Using Windows Reports Programs & Utilities

The following sections explain common procedures for using all of The Automated ScoreBook Reports For Windows. A separate description of Game Reports, Season Reports, and so on follow.

Starting the software

Open the Stat Crew Control Panel, click on the "Football" tab and click on the desired program function.
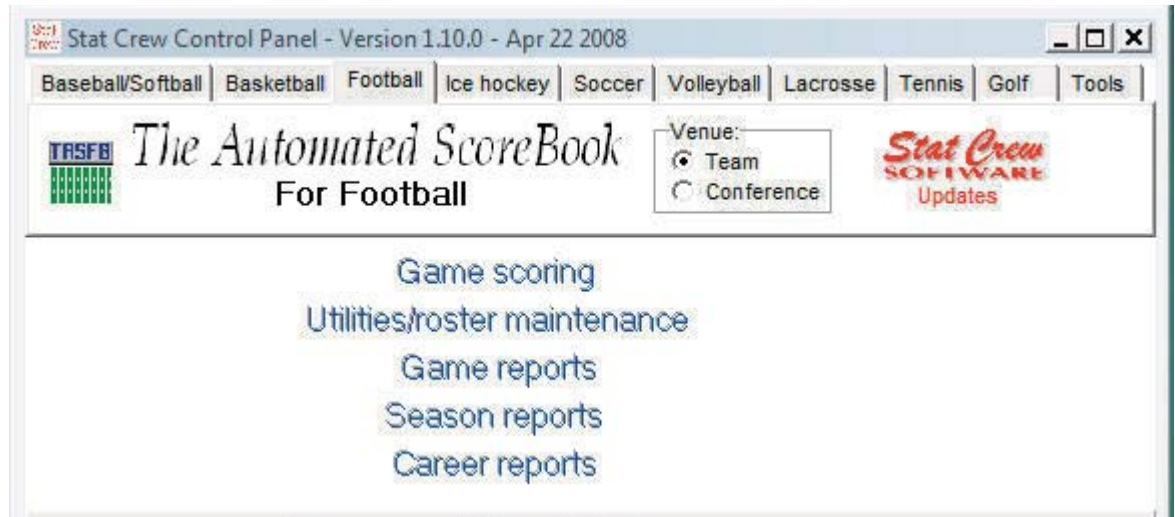
Windows reports: Although the available functions may vary from sport-to-sport, Windows Reports functions include Game Reports, Season Reports, Utilities, Career/Historical, and Conference Reports.

DOS (scoring): All game scoring, manual game entry, and utilities function are located in the DOS version of the software. To start the DOS scoring functions of the software select the (DOS Scoring) icon from the Program folder.

Initial setup

Registration: When prompted, enter the registration code that was included with the software delivery. If desired, you can change the "Licensed to" text: Select Help | About. Click on the "License..." button.
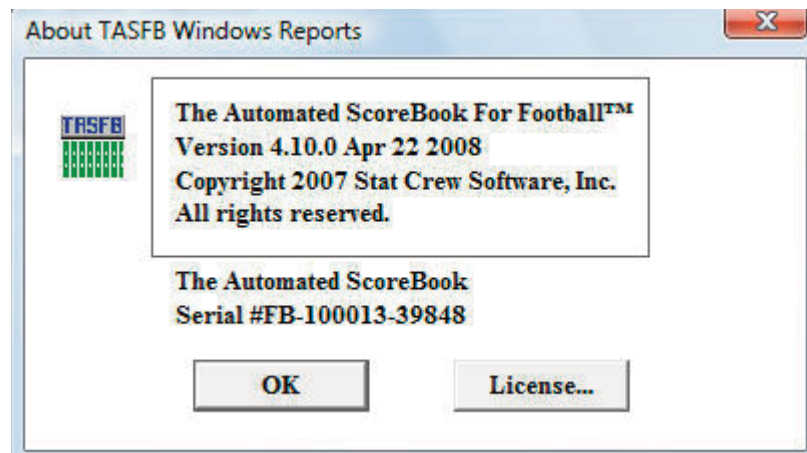
Games directory: Choose your games directory by selecting File | Open directory, or by clicking Directory on the menu bar. Navigate to the desired games directory and open any file in that directory (it does not matter which file). The software will remember the last games directory you have selected.

Teams list: In Season Reports or Utilities, click on the "Teams" button to select your team (or any other team). Reports and HTML generation automatically use the currently select team.

Settings: Review the items on the Settings menu for both Game Reports and Season Reports; you may need to tailor these settings for your venue. These software settings are saved separately for each games directory.

Display fonts: Select Display | Font settings to select a font for your reports. Normally, the system will default to the "Courier new" font. Refer to the section below on Font Set tings for more information on fonts.

Generating reports

Game reports: First select a game. Press the "Games" button to display a pick list of games, or press the next or prior control bar buttons to move from game-to-game. Once you have selected a game you can select reports from the main menu, or press on the button icons on the control bar.
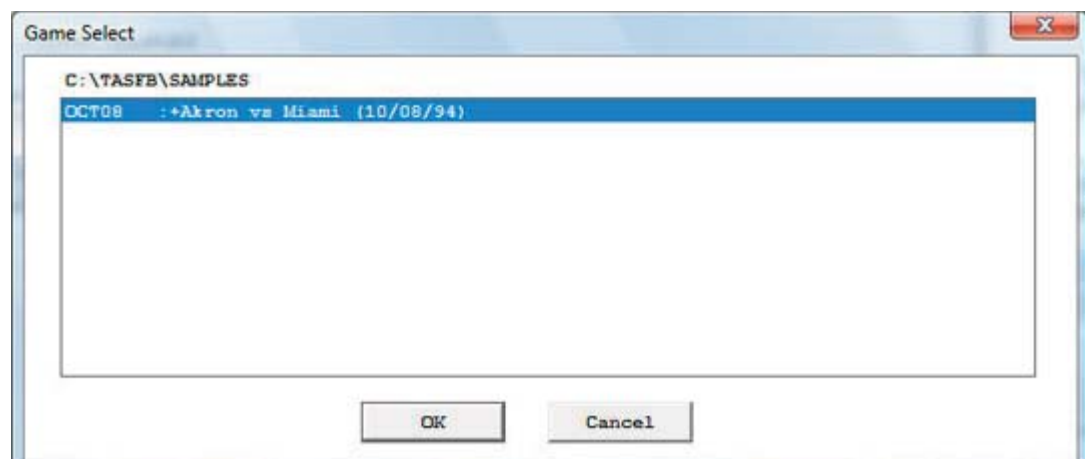
Season reports: If you have not already selected a team for the current games directory, press "Teams" to choose your team from the list. Once you have selected a team you can select a report from the main menu, or press on the button icons on the control bar.

Printing a report: To print a report, select File | Print or select Print on the report window menu. This displays the Print window where you can select a specific printer, number of copies, page range, page size setup and other device options. Press OK on the Print window to print the report.

Faxing a report: To fax a report, select Print on the report window menu just as you would for printing the report. Then press the "Setup" button and choose the desired fax driver from the "Specific printer" list (this assumes you have already installed a separate fax software product). Now, when you press OK to print the report will be routed to the fax device driver you have selected.

Manipulating reports

Reports on the desktop: You can display as many reports as you wish on the desktop at one time. Each window can be printed, copied or resized separately. You can close a specific window by selecting File | Close or by pressing the "close" button for that window. Or you can close all open windows by selecting Display | Close all. All report windows are closed automatically when you exit the program.

Copying a report: You can copy any report to the clipboard or to a specified disk file. First, go to Display | 'Style' report options and uncheck enabled. To copy the contents of a report to the Windows clipboard select Copy | Copy to clipboard. You can then paste the contents into any other Windows application. To copy the contents of a report to a disk file, select Copy | Copy to file. The report will be copied to the file you specify on your hard drive, jump drive, or other media.

Zoom in/out: The view menu of each report lets you select functions to Zoom in or Zoom out to change the size of a report. You can Revert to normal to restore the report to its original size. Note that when you print a report that it will retain the current "zoomed" in or out sizing. Again, this can be done after you go to Display | 'Style' report options and uncheck enabled.

Top/left margins: If the pages don't center properly on your printer, you can adjust the top and left margins for printing. Select View | Top margin to select a number of lines to indent the output from the top of the page. Select View | Left margin to select a number of columns to indent the output from the left of the page. The default value for both of these margin settings is "0" (zero), which causes the output to be printed according to the margins in effect for your specific printer, without any adjustments.

Scrolling a report: You can scroll through a report by either using the mouse to move the scrollbars on the edges of the report window, or by using the cursor keys (left, right, up, down) or PageUp PageDown to change the viewing area of the report.

Auto-display: You can setup the software to automatically display a pre-selected set of game or season reports by tailoring the Settings | Auto-display screen. If you enable the "Auto-display reports" checkbox, the software will automatically display the selected reports below when you select a new game (in Game Reports) or a new team (in Team Reports). Just de-select the "Auto-display reports" checkbox to disable the auto-display.

Editing a report: To edit (or "tweak") a report, select File | Edit report file. You can then modify the contents of the report in the notepad text editor window and save the file back to disk. Then, in the original report window select File | Reload report (after edit) to display or print the modified contents of the report. Note: Your edit changes are discarded when you later regenerate the report.

Combining reports: In some of the Windows Reports programs, you can generate a group of reports and optionally combine them into a single report window for faxing or printing. If available, select Display | All selected and check the reports you want to generate and click OK. When prompted, answer "Yes" if you want to combine the selected reports into a single report window. Answer "No" to display each selected report in a separate window. Combining the reports into a single window has the advantage of being able to print all of the reports with a single Print command, or transmit all of the reports via a fax device in a single phone call

Transmitting a file via TasFtp: To transmit a report file via TasFtp to a remote server select File | Transmit report on the report menu. Enter the institution and FTP info fields as required by the receiving server.

HTML generation

Overall process: The general procedure for generating your HTML files is as follows:

1. Select HTML | Setup in Game Reports and Season Reports to select reports to include.

2. In Game Reports load your last game and select HTML | Generate to build the web page for that game.
3. In Season Reports select HTML | Generate to build the remaining web pages for your team.

4. Use an FTP tool to transfer the resulting files to your Web site.

5. Or, use the HTML | Copy to disk function to place the HTML files on disk for later up load to your Web site.

6. Create a link on your Web site to the "teamstat.htm" file -- which is the statistics "home" page file.

Selecting reports: Select HTML | Setup to choose the reports you want to include in the HTML pages that are generated. The Game Reports and Season Reports programs each have their own HTML setup functions.
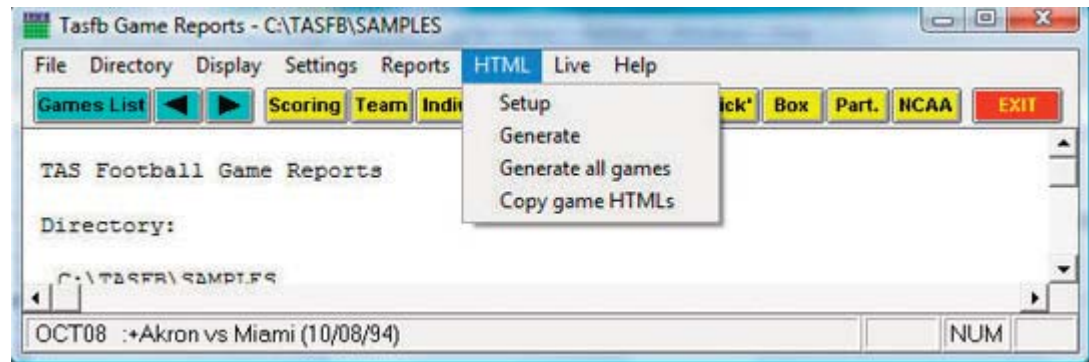
Game box score HTML: To generate the HTML box score for a particular game, run the Game Reports program, load the game from the games list, and then select HTML | Generate. Or, you can select HTML | Generate all games to automatically generate the HTML files for each game in the database. You might use this to "catch up" on HTML game files, or if you're not sure if you've missed generating the HTML files for earlier games. Note: After you generate the box score HTML files, run Season Reports HTML | Generate -- links to each box score page will be automatically built into the cumulative statistics pages.

Season cumulative statistics HTML: To generate the complete package of HTML pages, run the Season Reports program and select HTML | Generate. A number of HTML files will generated, and a message is displayed indicating where these files were built on your computer. A message is displayed indicating where the HTML files were generated. Note: One of the files created is named "`teamstat.htm`" -- this file contains links to all of the game box score and season cumulative statistics pages that were generated. You can create a single link to the "`teamstat.htm`" file on your Web site to provide access to the stats pages. Or you can skip the teamstat.htm file and create separate links yourself to any or all of the HTML pages.

Moving the HTML files to your Web site: You can either (1) FTP the files directly from the HTML subdirectory where the HTML files are built, or (2) Use the "Copy to disk" function to copy the HTML files to a jump drive - useful if you need to pass the files to another person or department to perform the file upload to your Web site.

Preview Html: After generating HTML files you can preview the generated output on your local computer before posting the files to your web site. In the Season Reports program, select HTML | Generate and then select HTML | View Html to display the results in a browser.

Using tab stops

You can use the tab stops function to generate reports that contain "tab stops" instead of "spaces" between columns. Reports can then be "dropped into" your word processing or desktop publishing software so you an format and align the information as you wish. You can then easily apply your own fonts, underlining, italics, etc., so the report output meets your desired style guidelines. This feature eliminates the need to either manually change spaces between columns to "tab stops", or use a non-proportional font to force columns to align properly.

To generate reports containing "*tab stops*":

1. Select Settings | Report options.
2. Enable the "Tab stops in reports" checkbox.
3. Generate a report (each tab stop is shown as a tilde (~) on-screen.
4. Select Copy | Copy to clipboard so you can later paste the data into a document, or
5. Select Copy | Copy to file so you can write the data to a disk file for later import into a document.

Note: You might find the "tab stops" output useful for importing into your spreadsheet software. Most spreadsheets also let you import data that is delimited by "tab stops".

Font settings

Changing the current font: You can choose another font to use for display and print - Select Display | Font settings and press the "Select font..." button. Choose a font from the list.
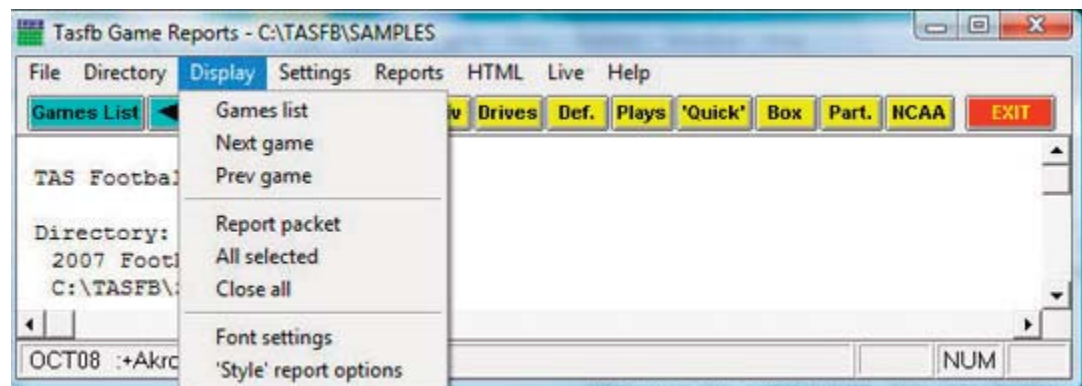
Installing additional fonts: All of the TAS Windows Reports require a non-proportional font such as Courier to display statistics data in proper columns. You can use other nonproportional fonts that are installed in your system that may create a more readable display/fax/print output. The Courier font is standard on most systems. To use other fonts with TAS Windows Reports you need to:

--Make sure the font name is entered in the $FONTS file located in the program directory (for example, c:\tasbs\$fonts or c:\bb30\$fonts). Use a text editor (such as EDIT, Word Pad, or NotePad to edit the file) and add the desired font facename to the list.

--Make sure the font files are installed properly in the Windows fonts directory. For example, you will find the "Lucida Sans Typewriter" and "Lucida Console" fonts located in the FONTS directory on your installation disk.

--**Note**: You might consider installing and using the "Lucida Sans Typewriter" font from the installation disk if it is not already on your system. It generates a crisper, more readable hardcopy output - especially useful to enhance fax readability).

Print using TasFonts

Some printer drivers are not compatible with the Borland software development tools used to build the TAS software, causing an error when attempting to print. This problem can be resolved by routing the print request to the TasFonts tool to work around the printing compatibility problem. To do this, first make sure you have the TasFonts tool installed. In the Windows Reports program, select Display | Font settings and enable the "Print using TasFonts" checkbox.

Advanced HTML settings

HTML tags: This function assumes that you are familiar with HTML language tags. A list of tags is displayed that lets you alter the appearance of the resulting HTML pages. Each line is displayed with a keyword followed by a colon (":") and the value associated with the keyword. Some of the entries that might be of interest are:

`<body>`:   - defines the HTML tags used in the `<body>` statement
`<hrefs>`:   - whether href links are in "upper", "lower" or "init caps" case
`<body>`:   - defines the HTML tags used in the `<body>` statement

HTML Top and HTML bottom: Press the Top (or Bottom) HTML button to edit the HTML that you want to insert at the top or bottom of each HTML page, respectively. Typically, you might duplicate the HTML statements used elsewhere on your web site to display, for example, logos and banners at the top of the page, copyright information and related links at the bottom of the page.

```
<center>
<img src=logo.gif align=right>
<font size=+1>My School Name</font>
<img src="horizontalbar.gif" align=center>
```

System tags: These tags are used internally by the HTML generator functions and should not be changed without guidance from software technical support.

Windows Game Reports

The menu bar in Game Reports has several features specific to TAS For Football.

Games: Press on the Games button (or select Display | Games list) to select a particular game. You can also use the forward and back arrow buttons on the control bar to move from game-to-game.

Settings

Settings | Report options: This windows lets you tailor various game report options.

Report heading: Select a report heading title for the current directory.
Half tackle assists: Select this option to count assisted tackles as ½ tackle.
Half sack assists: Select this option to count assisted sacks as ½ sack.
Half TFL assists: Select this option to count assisted tackles for loss as ½ TFL.
Count sack as tackle: Select this option to include sacks in the tackle and tackle-for-loss statistics (used by in-game scoring only)
Primary/assist tackle mode: This option is used by the in-game scoring program to de-termine how to allocate solo and assisted tackles. When this option is enabled, the first player entered for a tackle or sack is credited with a solo tackle.
Wide play-by-play: Select this option to print the play-by-play in a small font (to fit more text on a page).
Use extended names: Select this option to show the 20-character "extended" player names in game reports.
Show fumbles: Select this option to show fumbles by statistics in game reports.
Show uni in play-by-play: Select this option to show uniform numbers along side player names in the play-by-playe report.

Net punt includes TB: Select this include touchbacks in the calculation of team net punting average.

Arena football data: Select this option for Arena football reporting mode. In this mode:
--No punting stats are displayed
--Missed field goals returns are displayed instead of punt returns
--More entries are shown for receivers in the Quickie Stats report
--Scoring plays are shown in condensed print in the Scoring Summary to conserve space
   on the report

IPFL rules: Select this option to use IPFL rules (2pt and 3pt FGs) for game reports.
CFL data: Select this option to use formats more appropriate to CFL (Canadian) where applicable.
Tab stops: Select this item to generate reports with tabs stops for use in word processing.

Settings | Only stats for quarter: Lets you generate game reports for or through a selected quarter (instead of for the entire game).
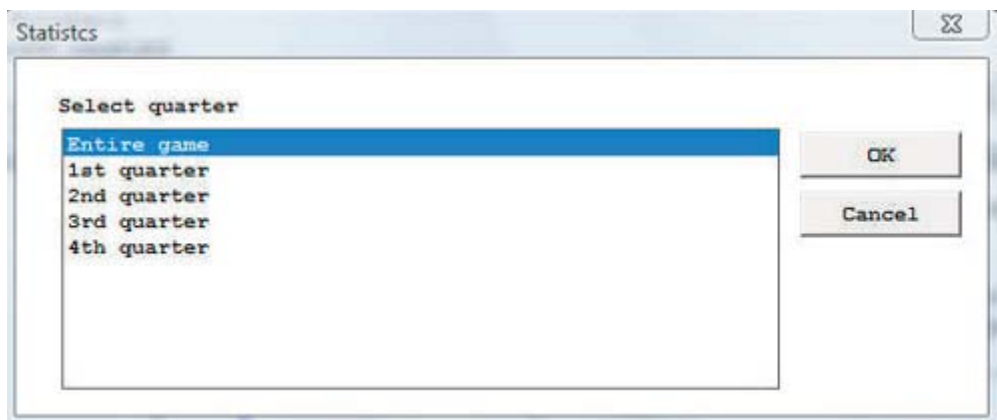
Settings | Breakdown options: Lets you specify options for the Play breakdown report. This report breaks out plays by down-to go, and can be sorted in various ways.
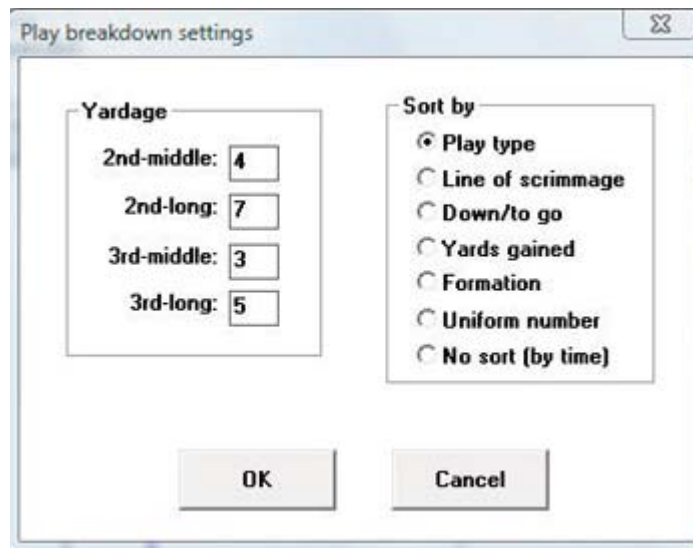
NCAA summary (hardcopy or XML): The software automatically generates the NCAA Summary of Football Game Statistics. You can produce this report as a data file for electronic reporting (XML output), or as a hardcopy report. You are prompted to enter the team codes for the visiting and home teams. Note: The hardcopy report is a 3-page report designed to be printed in landscape mode on legal size (8½" x 14") paper.
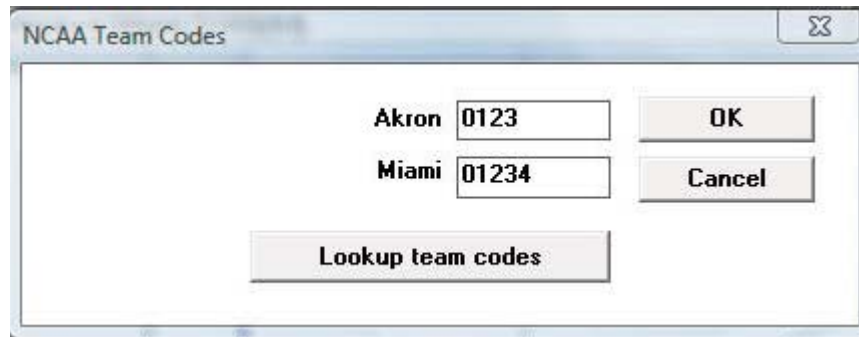
Game HTML Setup: Select the reports you want to include on your web site when you generate HTML files.
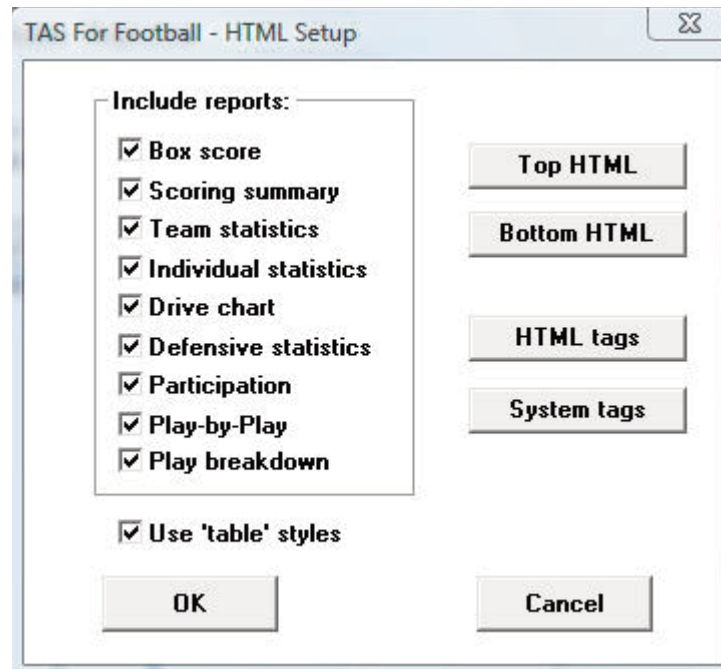
Reports

Generate reports by selecting them from the Reports menu, or by pressing the desired report button on the control bar.

Report packet options

Under Reports | Report packet, choose from one of the following options:
--with Quickie stats for each quarter only
--with Quickie stats cumulative thru quarter
--without Quickie stats

XML output

Select Reports | XML output to generate a game data file that can be transmitted to the NCAA for electronic game-day reporting. After you generate the report you can select Copy | Copy to file to save this report to disk for later processing if needed. Refer to NCAA instructions for details on how to deliver this report electronically.

Windows Season Reports

The menu bar in Season Reports has several features specific to TAS For Football.
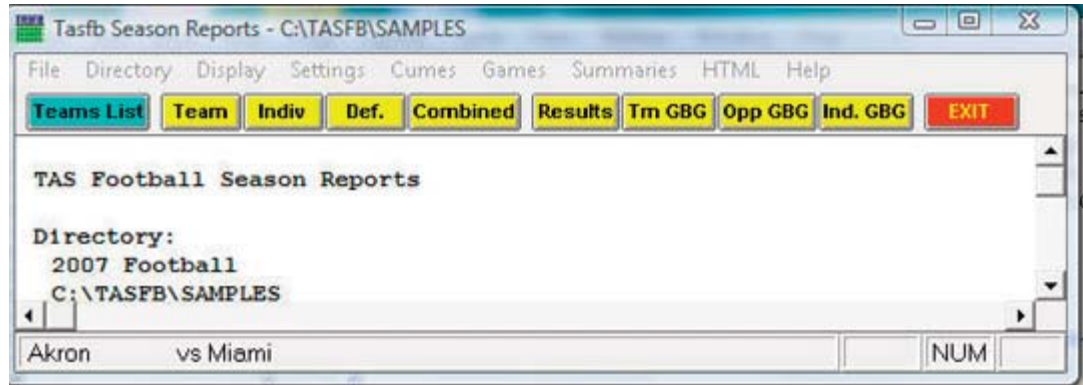
Teams: Press on the Teams button (or select Display | Teams) to select your team.

Settings | Report options: This window lets you tailor various season report options.

Report title: Specify the report heading and "as of" date to use in your reports. Note: the

"as of" date defaults to the system date if you leave it blank.

Defensive stats: Settings include:
--Half tackle assists: Select this option to count assisted tackles as ½ tackle.
--Half sack assists: Select this option to count assisted sacks as ½ sack.
--Half TFL assists: Select this option to count assisted tackles for loss as ½ TFL.
--Show opponent tackles: Select this option to show opponent tackle totals. You may
   want to de-select this field if you do not have complete opponent defensive statistics
   available.
--Show defense GP: Select this option to display games played in the defensive stats re-
   port. You may want to de-select this field if you do not have complete game participa-
   tion information available for defensive players for your opponents.
--Include Int. w/BrUp: Select this option to calculate passes defended as interceptions +
   pass breakups.

Kicking stats: Settings include:
--Field goal details: Select this option to include field goal sequence information in FG
   statistics.
--Punting details: Select this option to include additional punting stats (inside the 20,
   touchbacks, etc.)
--Net punt includes TB: Select this option to include touchbacks in the calculation of
   team net punting average

Pass efficiency ratings: Enter the factors used to compute pass efficiency ratings ac-
cording to your league venue.

Combined stats: These settings affect the contents and appearance of the Combined
Statistics report:
--Defense #lines: Enter the number of lines for defensive leaders to include in the Com-
   bined Stats report
--All purpose #lines: Enter the number of lines for all purpose stats to show in the Com-
   bined Stats report.
--Total offense #lines: Enter the number of lines for total offense to include in the Com-
   bined Stats report
--Note: If you don't want to include one of these stats categories, enter "0" in the #lines
   field.
--Use 9 lines/inch: Select this option if you want to compress the Combined Stats report
   slightly so it fits on a single page.

Paper size: Select these fields if your printer is landscape and/or legal paper size capa-
ble.

Miscellaneous: Settings include:
--Tab stops in reports: Select this option to generate reports with tab stops for word pro-
   cessing.
--Arena football data: Select this option if you are generating reports for the Arena foot
   ball venue.
--Use extended names: Select this option to use the 20-character names entered in Win-
   dows Utilities
--Show games started: Select this option to show a games started column in the Individ
   ual Stats report

Settings | Include games: This window lets you select which games to include in your
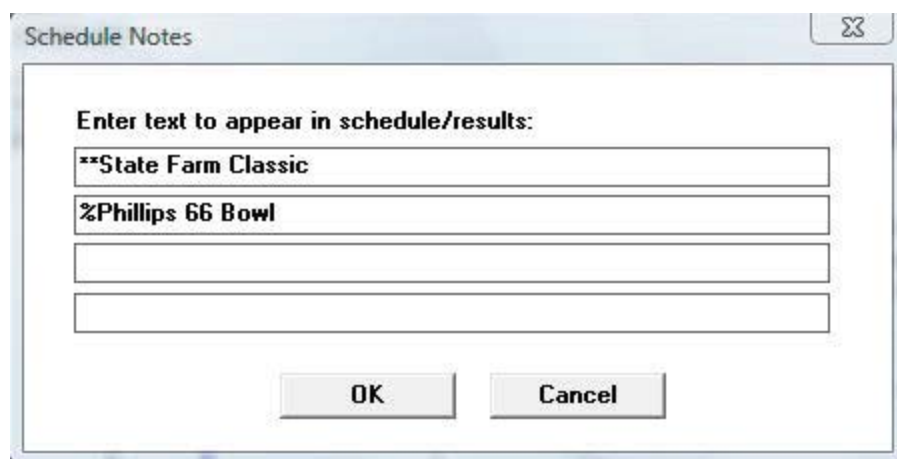season reports.
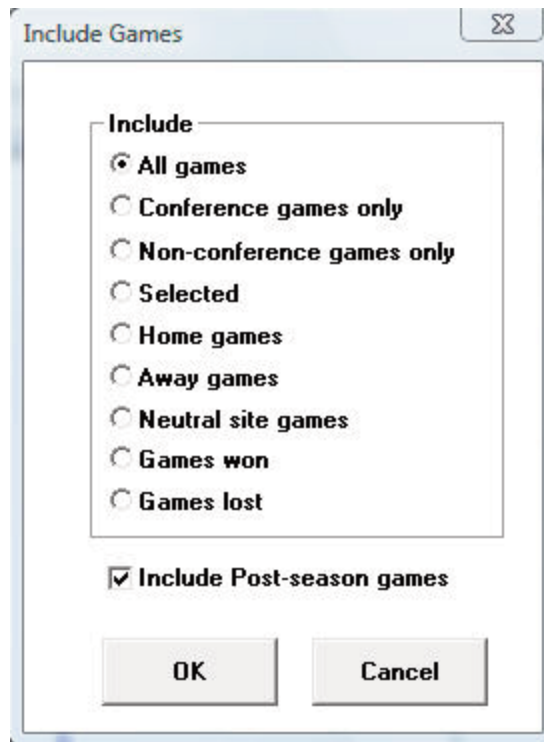
*Include:* Pre-set filters for all games, conference-only games, non-conference games, etc.

Selected games: Select to choose a specific combination of games.

Include post-season games: Indicate whether to include post-season games in your season stats.

Settings | Schedule notes: This window lets you define a legend for schedule note characters you have used in your game files. Enter up to 4 lines of text. The schedule note character field is located in the Game Info window for each game in the in-game scoring program.

Season HTML Setup: Select HTML | Setup to choose the reports you want to include on your web site when you generate HTML files.
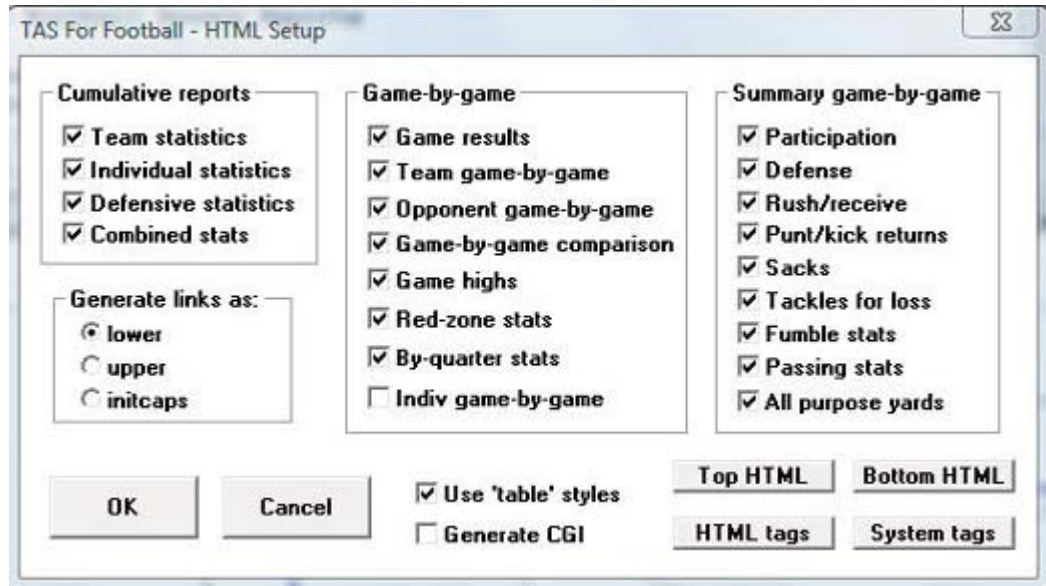
Season HTML generate: Select HTML | Generate to build the HTML files for your Web-site. Box scores for games you generated will be integrated into the season stats "home" page that is automatically generated.

Generate CGI: Select this option to support the data files used by the Internet Career Sta tistics software package (not include in standard releases).

Play analysis breakdowns

A set of detailed play analysis reports can be generated. These reports are designed for use by the media or by the coaching staff (or both).

Play analysis capture

Select Game reports | File | Update analysis database after each game to maintain the play analysis datebase.

Play analysis reports

Select Season reports | Cumes | Play analysis to run the TAS Football Play Analysis re ports program. Reports include:

--Long plays: various breakdowns of long plays (20+ yard gains)
--Play breakdown: rush, pass, reception statistics broken out by down
--'Money' plays: rushes, receptions for plays resulting in first down or touchdown
--Down breakdown: rush, pass gains and conversion success broken out by down/to-go
--Tackles breakdown: individual tackle stats by situation (including special teams tack
 les)

The reports can be tailored by:

--Adjusting the "Long plays threshhold" field (default is 20+ yard gains)
--Selecting the scrimmage plays by including the entire field, or just a section (for exam-
 ple, this lets you generate reports for red-zone scrimmage plays or for plays run inside
 the 10-yardline, etc.)
--Select a specific team to generate reports for (your team or opponents).

Windows Utilities

You can start Windows Utilities from the Start | Programs | TAS For Football menu, or by clicking on Utilities/Roster maintenance on the Stat Crew Control Panel.
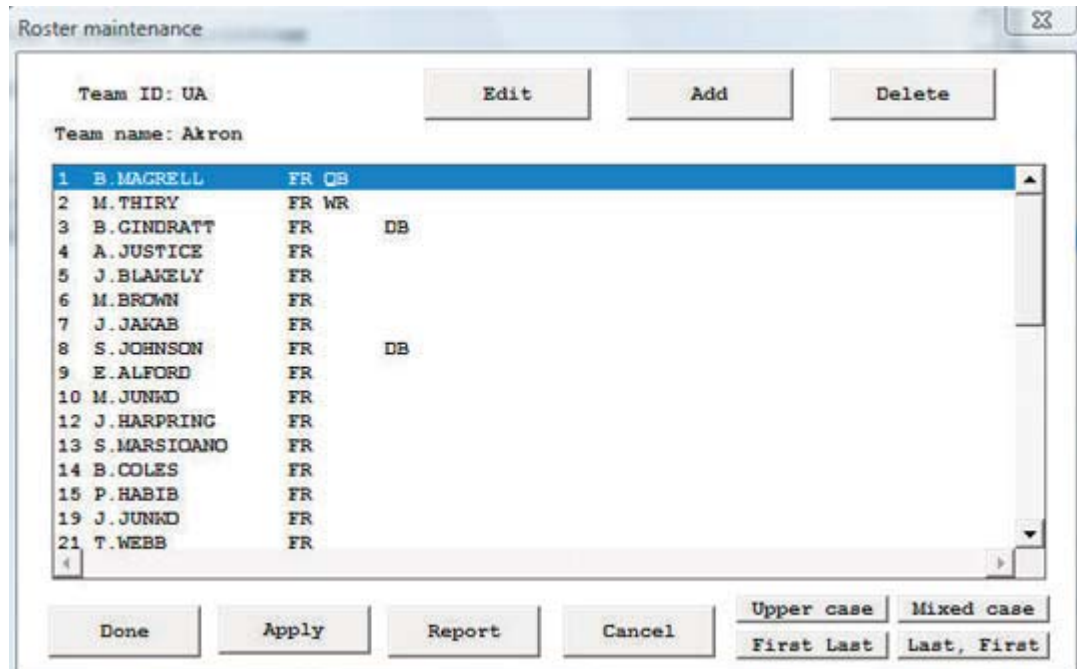
Roster maintenance

Press the Roster maint. button on the control bar, or select Utilities | Roster maintenance to display the "Teams and Rosters" window.
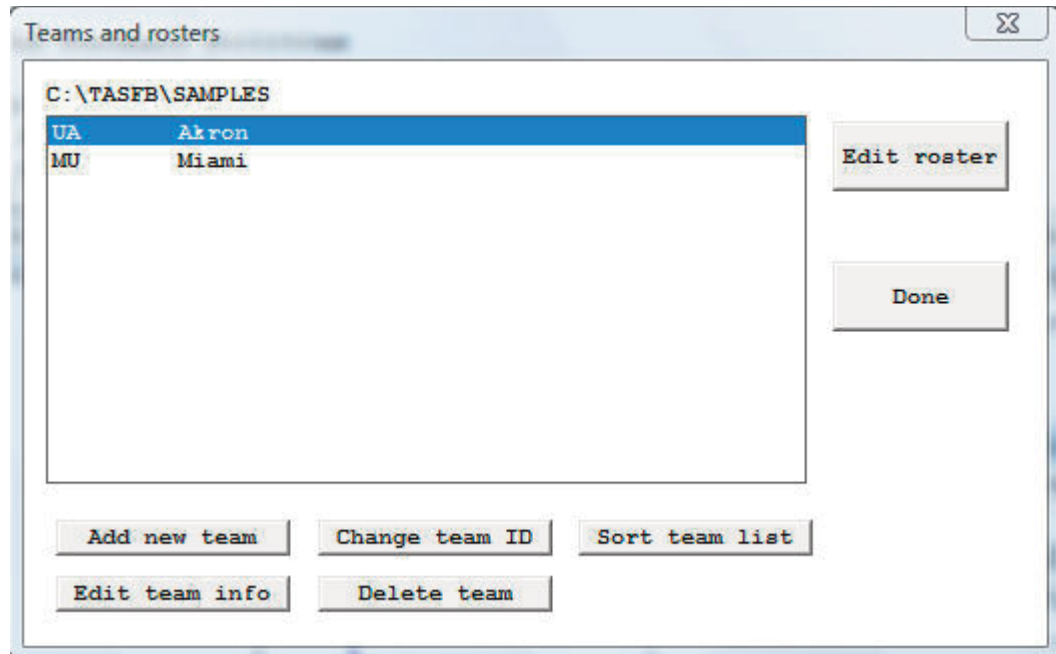
Edit roster

Select a team and press Edit roster or double click on a team to display the player roster for a team. You can add, edit or delete player from the Roster maintenance window for the selected team.

Add new team

Press Add new team to add a team to the teams list for the current directory.

Edit team info

Select a team from the Teams List and press *Edit team info* to change the name or nick name for a team. Changes you make will be applied to all games for the selected team ID.

Change team ID

Select a team from the Teams List and press *Change team ID* to change the team ID for a team. The TASFB software uses the team ID as the basis for generating cumulative season stats for a team. Changes you make will be applied to all games for the selected team ID. Games for the team ID you change will be merged with the games for the new team ID you specify (if the new team ID is already in the directory).

Delete team

Select a team from the Teams List and press *Delete team* to delete a team from the Teams List. You cannot delete a team if the team has ANY games associated with it in the games directory - you must delete all games for a team before you can delete the team.

Sort team list

Press the *Sort team list* button to re-sort the Teams List by team name.

Utilities

The Utilities menu lets you perform several file maintenance functions. Click Utilities on the menu bar:
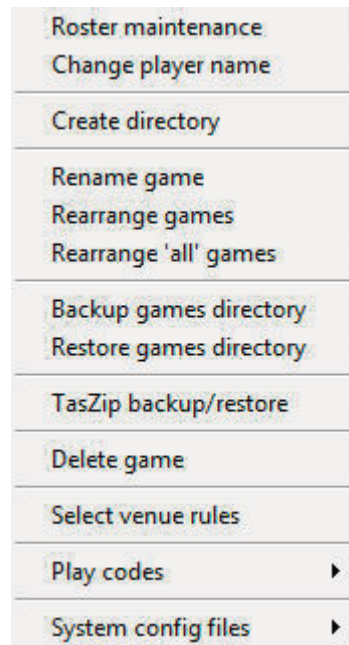
Change player name

Select *Change player name* from the Utilities menu to change the spelling for a particu lar player name in your database. Season statistics are calculated according to player name spelling; you can use this function to reconcile name spelling inconsistencies in your games.

Create directory

Select *Create directory* from the Utilities menu to create a new games directory. The software will automatically select the new directory as the current games directory. You can now use the Roster maintenance functions to create teams and rosters in the new games directory.

Rearrange games

Select *Rearrange games* from the Utilities menu to change the display order of games for a selected team. After selecting a team, select a game and press the "Move up" or "Move down" button to change the position of that game in the games list. Repeat this process for any number of games. Press Done when you are finished with your changes (or press Cancel to ignore the changes you made).

Rearrange 'all' games

Select *Rearrange 'all' games* from the Utilities menu to rearrange the "master" list of games in the current games directory (this is the list that is displayed when you select File | Load game in the scoring software). This function works just like the Rearrange games function - but it only affects the order of games for conference or tournament listings.

Backup games directory

Select *Backup games directory* from the Utilities menu to backup all files in the current games directory to disk. This function automatically selects ALL files in the current games directory for the backup - however you can select specific files to backup if you wish (not recommended). A backup report is displayed after the backup function is com pleted (select File | Print to print the backup report).

Restore games directory

Select *Restore games directory* from the Utilities menu to restore files in the current games directory from a previous backup disk that was created using the Backup games directory function. This function automatically selects ALL files on the backup disk - however you can select specific files to restore if you wish (not recommended). A restore report is displayed after the restore function is completed (select File | Print to print the restore report).

Delete game

Select *Delete games* from the Utilities menu to select one or more games to delete from the current games directory.

Play codes

Select *Play codes* from the Utilities menu to customize the rush, pass, penalty and for mation codes used by the in-game scoring software.

Select venue rules

Choose Select venue rules from the Utilities menu to choose the "rules" set you want to as the default for scoring future games; for example, NCAA, high school, Arena, Canadian, professional, and so on. Note: the new venue settings will not take effect until the next new game you enter. To change the rules settings for games already stored on disk, load the game and use the Game setup | Rules window to change the scoring rules used for that game.

System config files

Select System config files from the Utilities menu to view or modify TAS system configuration files. **It is recommended that you do not modify any of these files unless advised by TAS technical support.**

Import/Export

Click Import/export on the menu bar to access the following functions:


```
Import games
Export games

Import rosters
Export rosters

Pack game files
Unpack game files

Import defensive stats (.fdf)

Export as XML
```

Import games

Select *Import games* from the Import/export menu to select one or more games to im
port from a selected directory into the current games directory. You can specify the
game ID, visitor team ID and home team ID for each game you import.

A player name spelling reconcile window is displayed to let you select player name
spellings to match the player roster for your team. This window is not displayed if all
player name spellings in the game you are importing exactly match the current team
roster.

Export games

Select *Export games* from the Import/export menu to export one or more games from
the current games directory to another directory or disk drive.

Import roster

Select *Import rosters* from the Import/export menu to select one or more team rosters
from a selected directory into the current games directory.

Export roster

Select *Export rosters* from the Import/export menu to export one or more team rosters
from the current games directory to another directory or disk drive.

Pack game files

Select Pack game files from the Import/export menu to "pack" one or more game files
into another directory or disk drive.

The Pack game files function can be used to compress both the `.gam` and `.ply` files for
each game into a single file for electronic transmission (via email).

Unpack game files

Select Unpack game files from the Import/export menu to "unpack" one or more packed
game files (.pak) in another directory or disk drive.

The Unpack game files function can be used to decompress the "packed" game files
(`.pak`) that you received in "packed" format from another institution (via email). The
`.gam` and `.ply` files are automatically extracted; you can then use the Import games
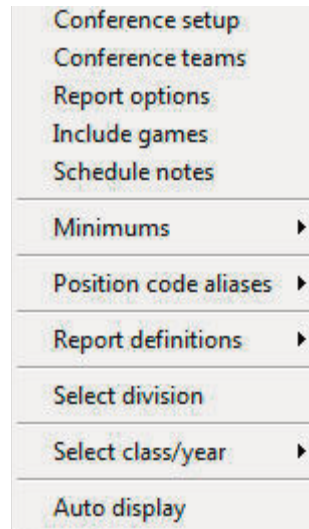function to import the game files into your current games directory.

Windows Conference Reports

The following pages describe features specific to TAS For Football Conference Reports for Windows.
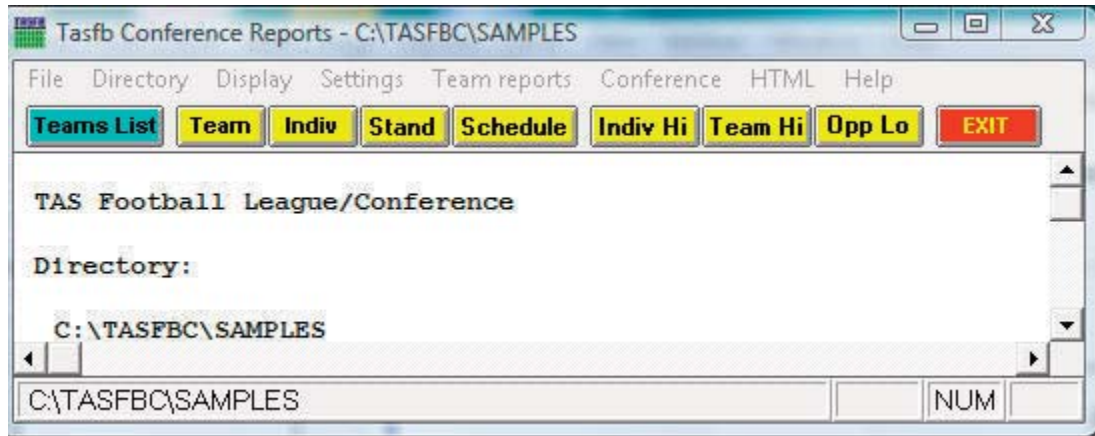
Settings

Select Settings on the menu bar to tailor/customize options for conference or team reports.

Conference setup: Lets you configure the report heading for conference reports, identify the divisions in the conference (for standings), and other miscellaneous options.

Conference teams: Lets you identify which teams are in your conference, and which teams are in each division (if you have configured divisions in Conference setup).
Report options: Customize various features for Team reports.

Report title: Specify the report heading and "as of" date to use in your reports. Note: the "as of" date defaults to the system date if you leave it blank.

Defensive stats: Settings include:
--Half tackle assists: Select this option to count assisted tackles as ½ tackle.
--Half sack assists: Select this option to count assisted sacks as ½ sack.
--Half tackle for loss assists: Select this option to count assisted tackles for loss ½ TFL.
--Show opponent tackles: Select this option to show opponent tackle totals. You may
  want to de-select this field if you do not have complete opponent defensive statistics
  available.
--Show defense GP: Select this option to display games played in the defensive stats re-
  port. You may want to de-select this field if you do not have complete game participa
  tion information available for defensive players.
--Include Int. w/BrUp: Select this option to calculate passes defended as interceptions +
  pass breakups.
--Sort tackles by PG: Enable this option to sort the individual tackles category by tackles
  per-game, rather than total tackles.
--Sort sacks, TFL by PG: Enable this option to sort the individual sacks and TFL cate-
  gories by sacks per-game and TFL per-game, rather than total sacks or total TFL.

Kicking stats: Settings include:
--Field goal details: Select this option to include field goal sequence information in FG
  statistics.
--Punting details: Select this option to include additional punting stats (inside the 20,
  touchbacks, etc.)

Pass efficiency ratings: Enter the factors used to compute pass efficiency ratings.

Combined stats: These settings affect the contents and appearance of the Combined Sta
tistics report:
--Defense #lines: Enter the number of lines for defensive leaders to include in the Com-
  bined Stats report
--All purpose #lines: Enter the number of lines for all-purpose stats in the Combined

Stats report.

--Total offense #lines: Enter the number of lines for total offense to include in the Com bined Stats report

--Note: If you don't want to include one of these stats categories, enter "0" in the #lines field.

--Use 9 lines/inch: Select this option if you want to compress the Combined Stats report slightly so that it fits on a single page.

Paper size: Select these fields if your printer is landscape and/or legal paper size capable.

Miscellaneous: Settings include:

--Tab stops in reports: Select this option to generate reports with tab stops for word processing.

--Indoor football: Select this option if you are generating reports for indoor football venues such as the AFL, IPFL and IFL leagues.

--IPFL: Select this option specifically for the IPFL venue.

Include games: Indicate which games to include in your reports (the default is All games).

Include: Pre-set filters for all games, conference-only games, non-conference games.

Selected games: Select to choose a specific combination of games.

Include post-season games: Indicate whether to include post-season games in your sea son stats.

Schedule notes: Indicate schedule notes to be used (used for individual team reports).

Minimums: Customize statistics minimums in several reporting areas: NCAA, conference, team, and individual reports (stats leaders and game highs).
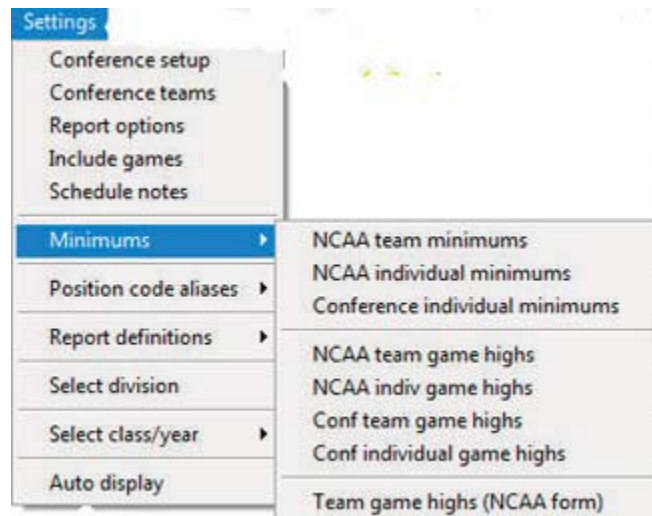
Position code aliases: You can generate tackle leader statistics broken out by defensive linemen (DL), linebackers (LB) and defensive backs (DB). Use the Position code aliases to identify the position names (aliases) that will be included in each of the DL, LB and DB categories.
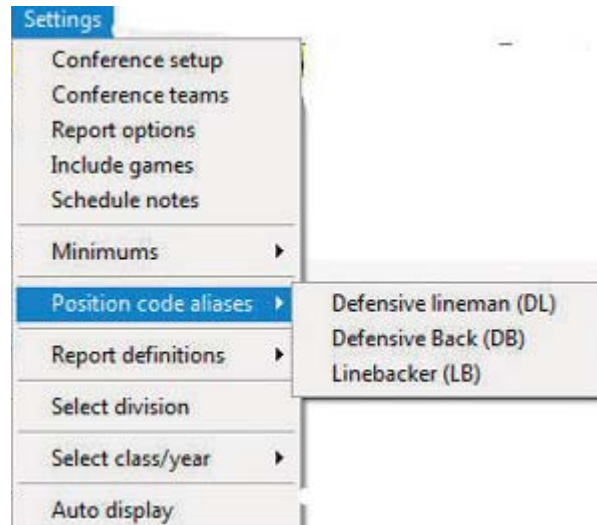
Report definitions: Lets you customize the report definition files (RDF) used for the Team Leaders and Individual Leaders reports. We recommend you contact technical sup port for The Automated ScoreBook before modifying these files.

Generating reports

A variety of reports are available from the Conference menu:
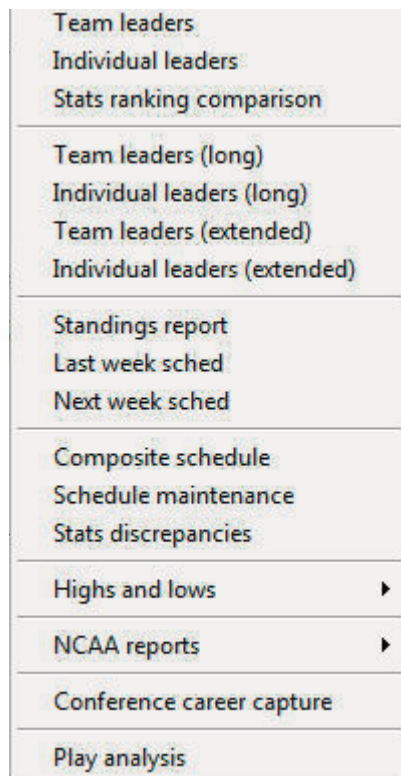
Team leaders: Generate the Conference team statistical leaders (media) report (uses the `team.rdf` file).
Individual leaders: Generate the Conference individual leaders (media) report (uses the `ind.rdf` file).
Stats Ranking comparison: Shows where teams were ranked in stats categories from week-to-week
Team leaders (long): Show more entries in team leaders categories
Indvidual leaders (long): Show more entries in individual leadets categories

Team leaders (extended): Show extended report for team leaders
Individual leaders (extended): Show extended report for individual leaders
Standings report: Show conference standings
Last/Next week sched: Generate and/or modify the results and schedule sections to include in the Standings report.
Composite schedule: Generate the Schedule/Results report for each team in the conference. Use the Conference setup function to tailor this report (Landscape sched, Break sched at # options).
Schedule maintenance report: Generate an internal report that shows various attributes of games in your database. This report is designed to help you maintain your database (identify missing attendance figures, game IDs for particular games, and so on).
Stats Discrepancies: Lists any stats discrepancies found
Highs and lows: Generate game superlatives reports for individual players, teams and opponents. Use the Settings | Conference team game highs and Settings | Conference individual game highs functions to customize the contents of these reports.
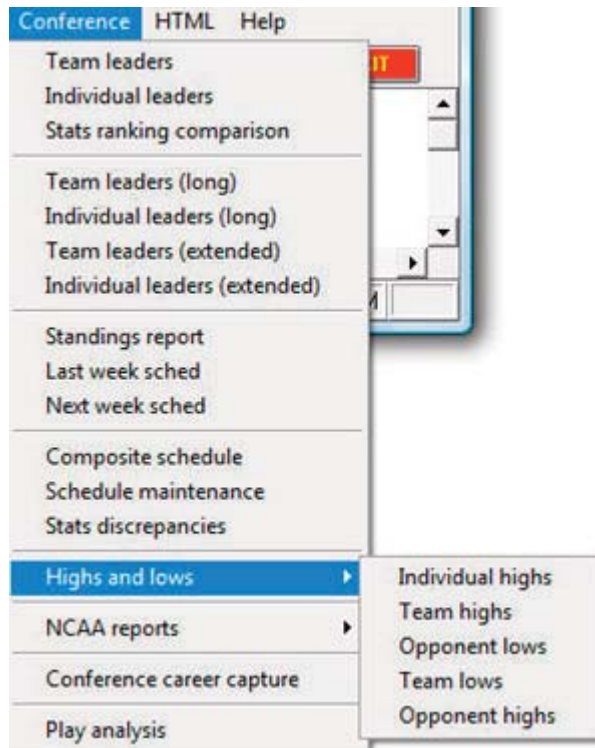
NCAA reports: Generate the NCAA Team Leaders, Individual Leaders, and Game Highs reports, as well as the XML team reports function -- which is used to generate a file that can be submitted electronically (for example, to the NCAA).
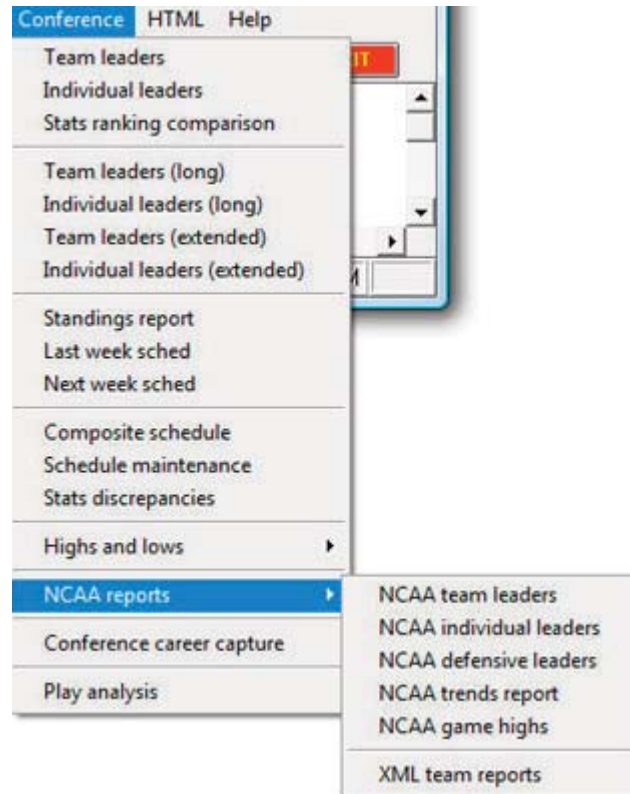
Use the following functions to customize the contents of these reports:

--Settings | NCAA team minimums
--Settings | NCAA individual minimums
--Settings | NCAA team game highs
--Settings | NCAA individual game highs

Conference career capture: Allows you to capture and generate conference career stats
Play analysis: Allows you to pull up various stats in the form of play analysis report

HTML generation:

Use the HTML menu to customize and generate HTML pages for your web site. Select HTML | Setup to configure which reports to include in these HTML pages.
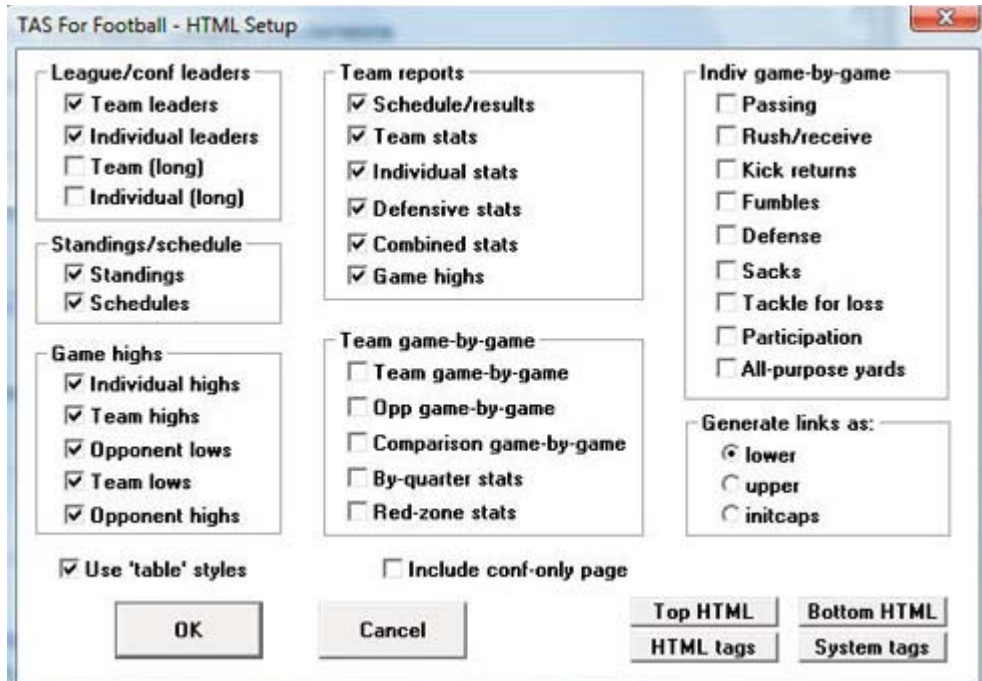
Select HTML | Generate to create the HTML pages. The HTML | Copy to disk lets you copy the HTML pages to a jump drive (or other media) for convenience in transferring (FTP) the files to your web site. Note that the statistics "home page" file that is created is named "`confstat.htm`". This "home page" file automatically links to all of the other detail pages that are generated (game, team, conference). If you can create a link on your web site to the "`confstat.htm`" page you don't need to create individual links to all of the detail pages. Refer to the TAS For Football User's Guide for additional information about the HTML generation feature.

Note: Use the Game Reports program to generate HTML files for game box scores you want to include in the HTML generation

Selected team reports

Use the Team reports menu to generate a variety of reports for a selected team. Press the Teams List button on the control bar (or select Display | Teams) to select a specific team.
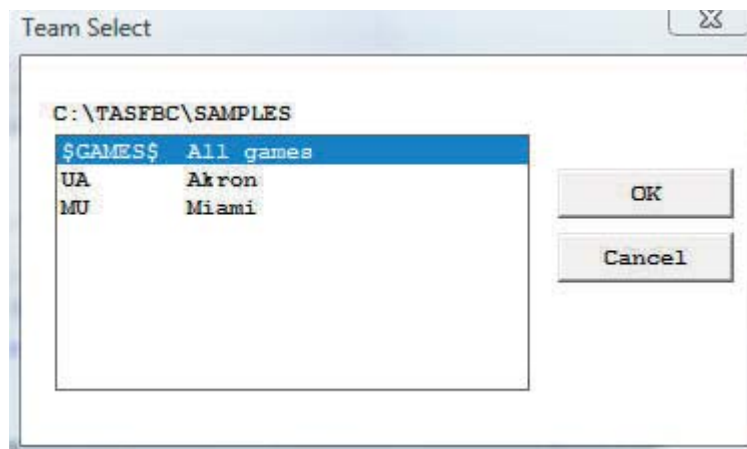
Separate popup menus are displayed to let you access season, game-by-game, and individual game-by-game summary reports for the selected team.
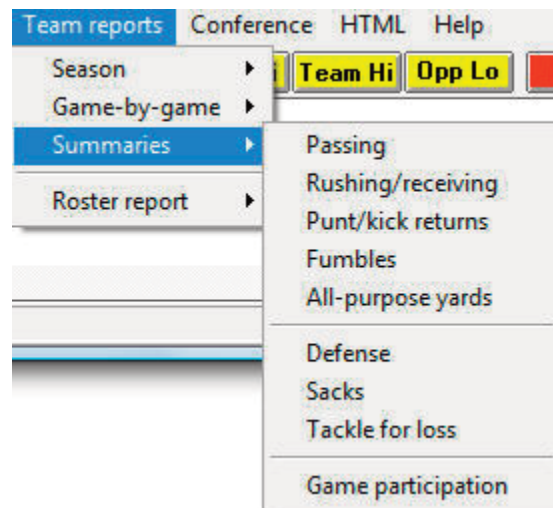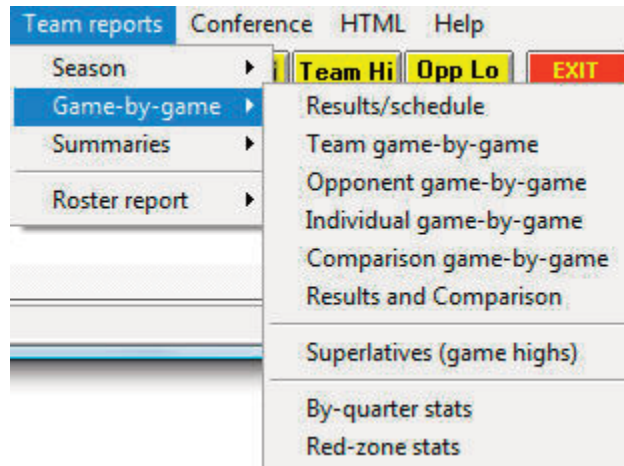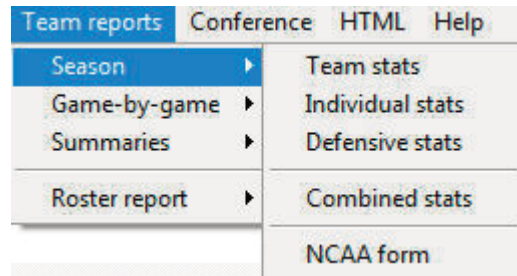
Conference career statistics

A conference career statistics function has been added. This function provides a variety of career/historical reports for the conference for all, active or "returning" (non-senior) players: category leaders, career summaries, team summaries, individual season/career reports. Reports can be broken out for overall or conference only statistics.

--Select Conference reports | Conference | Conference career capture to update the ca-
  reer database with updated statistics
--On the Stat Crew Control Panel, click on Football | Career reports to invoke the Confer-
  ence career stats program
--Or, select Start | Programs | TAS Football Conference | Conference career stats
--Select Help | Using to display the User Guide for the conference career stats program

Conduct foul reports

Select Conference reports | Conference | Play analysis to run the Play analysis function (see above).   to generate a conduct fouls report for the conference. Click on the "Penalty summary" button in the Conference Reports section of the Play Analysis window.

Import defensive stats

When collecting post-game changes to defensive stats you may often receive an update to the home team defensive stats, and later an update to the visiting team defensive stats. To assist in merging these changes into an earlier game file you have collected you can use the Utilities | Import/export | Import defensive stats (`.fdf`) function:

--Select `.fdf` file to import
--Select game to apply `.fdf` file to
--Select to replace visitor/home/both defensive stats
--Confirm to apply changes (incoming .fdf stats shown in Notepad window)

13   Windows Career/Historical Statistics

About career stats

This chapter describes career/historical features for team reporting of various types of career and historical football statistics. For conference-level career statistics see the previous chapter under "Windows Conference Reports".

Reports you can produce include:

--Individual player career summaries
--Individual career records
--Individual career leaders
--Individual career stats (by name)
--Individual season records
--Individual season leaders (by year)
--Individual season stats (by name)
--Team season records
--Team season leaders (by year)
--Team season history (by year)
--Individual game records
--Team game records
--Individual single-game highs
--Season summary report
--All-time results
--All-time results vs opponents
--All-time records vs opponents

In addition to hardcopy reports, you can also automatically generate HTML pages containing career and historical information for your web site.

Typically, you use manual entry to load individual and team cumulative statistics for prior seasons; and use manual entry to load individual and team single-game high records from your record book. Then, after you have loaded the database with prior season information, use the Capture season stats and Capture game records functions to automatically update the career historical database during the course of a season.

You can tailor various aspects of the report outputs:

--Specify the report headings/titles
--Number of entries to show in categories
--Which categories to include in reports
--Statistics minimums for season and career records
--Statistics minimums for single-game records
--Select which reports to include in HTML generation

Objects on the TAS For Football Career/Historical Reports main window include:

--File menu: Backup/restore, select directory, exit functions
--Directory menu: Specify the current games directory
--Display menu: Various screen display functions
--Settings menu: Tailor the contents and appearance of reports
--Edit menu: Maintain season statistics entries; single-game record entries
--Reports menu: Generate career/historical reports
--Capture menu: Load season and single-game record entries from the current games directory
--HTML menu: Configure and generate career/historical pages for your web site

Note: Buttons are included on the control bar of the Career/Historical Reports window

for quick access to several of the "most used" reports. All of the reports can be accessed using the Reports menu. Also, the "red" buttons on the control bar provide quick access to the season and single-game editing functions. All of the editing functions can be accessed using the Edit menu.
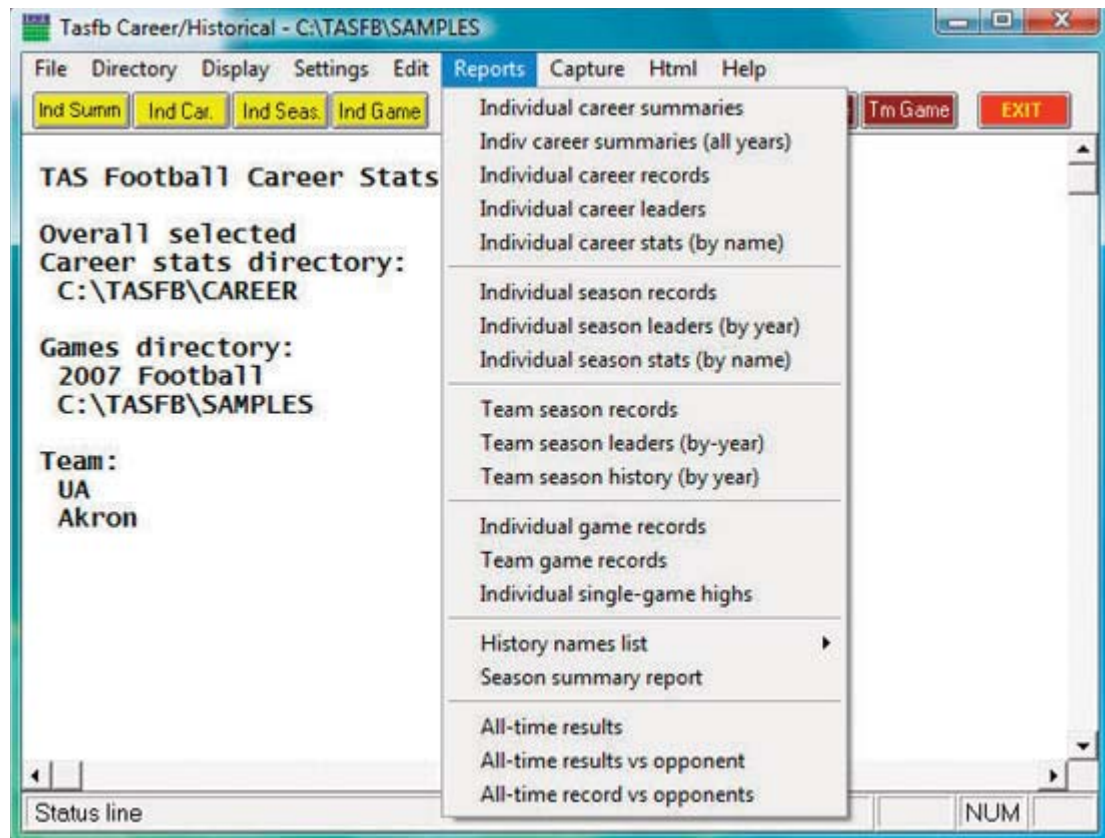
Selecting the database

By default "overall" statistics are displayed. You can use the Settings | Venue submenu to select the conference-only statistics database or a specific Versus-opponent database.

Loading your database

To create an initial database of cumulative and single-game career/historical data, use functions on the Edit menu. Use Edit season data to enter cumulative season statistics for your team and individual players. Use Edit individual/team game records to enter single-game records data for team and individual players.

Season/career statistics

To initially load the career/historical database, first enter individual and team statistics for prior years. For each season:

1. Select Edit | Add new season to create a database for the season.
2. Select Edit | Edit season data and select that season to edit.
3. Click on "Individual stats" to enter cumulative statistics for each player for that season.
4. Click on "Team stats" to enter cumulative team statistics for that season.
5. Click on "Opponent stats" to enter cumulative opponent statistics for that season.
6. Click on "Summary report" to generate a summary of cumulative stats entered for that season.

The statistics entered using the Edit season data function are used for calculating both season cumulative and overall career statistics reports. It is recommended that you enter statistics for all players in each season database to make sure that complete data is available for calculating both season and career per-game statistics and leaders for each category.

A detailed description of how to use the Edit season data screens is described in "Editing career/historical statistics" below.

Single-game records

To initially load the single-game records databases, add entries to each single-game records categories from your historical records. For single-game records:

1. Select Edit | Edit team game records.
2. Select a category from the list.
3. Click on the "Add" button and enter data for that entry. Repeat for each desired entry.
4. Repeat for each category in the list.

Typically, you may only want to enter the top 10 or so entries that you publish in your media guide, but there is no restriction on the number of entries you can keep in each category. A separate option is available to specify how many entries you want to appear in your single-game high reports regardless of the total number of entries you keep in each category.

A detailed description of how to use the Edit game records screens is described in "Editing single-game record entries" below.

Maintaining your database

Once you have loaded your career/historical database with initial data, use the "capture" functions to automatically update the season and single-game databases from your current season game files.

Updating season statistics

To update the career/historical season database for your current season, select Capture | Capture season stats after you score each game. The season capture function imports statistics from your current games directory into the career/historical database. When prompted, enter the year to identify the season you are capturing. Enter as a 4-digit year (for example, enter "2000" instead of "00") -- this identifier is used in the career/historical reports. Note: Use "Include games" to specify the games to include in the capture.
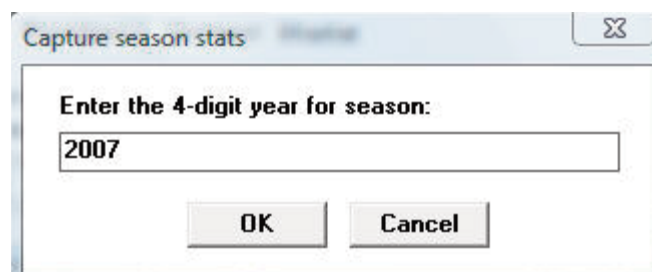
Updating single-game records

To update single-game records in the career/historical database, select Capture | Capture game records after you score each game. When you select the game to "capture",

entries from the selected game are automatically merged into the team and individual single-game records categories. Minimum criteria are applied as appropriate depending on the "Minimums (if any)" values you specify for each game record category. When prompted, select the game(s) you want to capture:
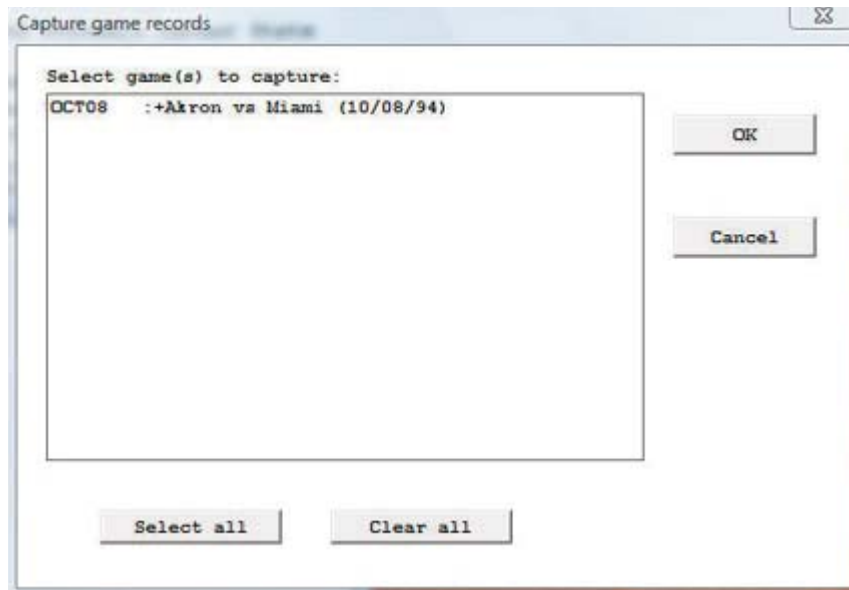
When you capture the game, a report is displayed that shows all of the entries that were added to the individual and team single-game records categories for the selected game(s).
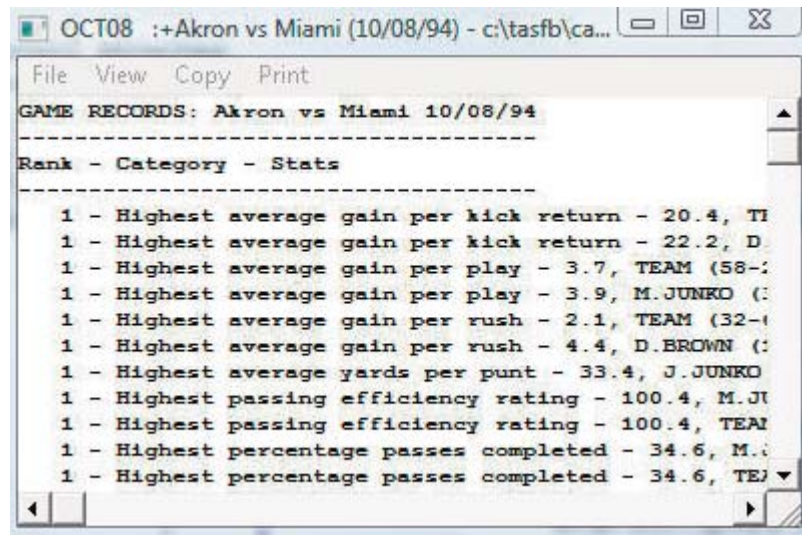
You can select File | Print if desired to produce a hardcopy of this report if desired.

Career stats in season reports

Snapshot career stats: Select this function to create a "snapshot" of the career stats for use by the Season Reports program. You should run this function after each game is added to the games directory.

Reports

A variety of reports are produced by the Career/Historical Reports program. These reports can be generated by clicking on the appropriate button on the control bar, or by selecting them from the Reports menu. These reports include:

Individual career reports

Individual career summaries: Designed to generate career statistics for players on the current roster. First select a season, and then select which players to include in the report. A report showing career statistics for each selected player is generated -- the ca reer/historical database is searched for all statistics relating to each selected player.

Individual career summaries (all years): This report generates a career summary for every player in the career database.
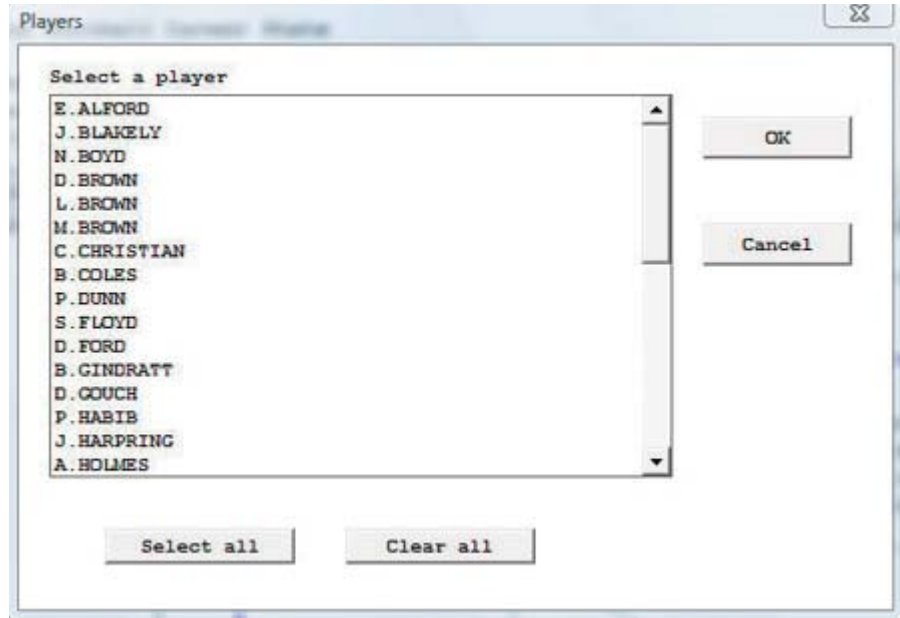
Individual career records: Displays overall career rankings for players in various cate- gories. Use Settings | Records report settings | Career records to specify the number of entries to include in each category. Use Settings | Career minimums to specify minimum criteria for qualifying in calculated categories.

Individual career leaders: Essentially the same as the Individual career records report, except expanded statistical information is displayed in each category. Use Settings | Records report settings | Career stats leaders to specify the number of entries to include in each category.

Individual career stats (by name): Essentially the same as the Individual career leaders report, except the report is sorted by player name instead of by statistics ranking. Con- sider using the History names list if you are trying to reconcile player name spellings across each season in the database.

Individual single-season reports

Individual season records: Displays single-season rankings for players in various cate- gories. Use Settings | Records report settings | Season records to specify the number of entries to include in each category. Use Settings | Season minimums to specify mini mum criteria for qualifying in calculated categories.

Individual season leaders (by year): Lists the year-by-year individual leaders, sorted in chronological order, for various categories. Use Settings | Records report settings | Indiv season stats leaders to specify the number of entries to include in each category. Use Settings | Season minimums to specify minimum criteria for qualifying in calculated cate- gories.

Individual season stats (by name): Generates a detailed report of individual statistics for each category, sorted by player name.

Team single-season reports

Team season records: Displays single-season rankings for your team in various categories. Use Settings | Records report settings | Season records to specify the number of entries to include in each category. Minimums are not applied to this report.

Team season leaders (by-year): Essentially the same as the Team season records report, except expanded statistical information is displayed in each category. Use Settings | Records report settings | Team season stats leaders to specify the number of entries to include in each category.

Team season stats (by name): Essentially the same as the Team season leaders report, except the report is sorted by year instead of by statistical ranking.

Single-game records

Individual game records: Lists individual single-game records for various categories. Use Settings | Records report settings | Game records to specify the number of entries to include in each category. Use Edit | Edit individual game records to specify the minimum criteria to qualify (if any) for each category.

Team game records: Lists team single-game records for various categories. Use Settings | Records report settings | Game records to specify the number of entries to include in each category. Use Edit | Edit team game records to specify the minimum criteria to qualify (if any) for each category.

Individual single-game highs: Lists players' career single-game high performances for various categories. To run a report, select a year from the "show players active in year" menu and then select a player from the list.

Other reports

History names list: Displays a list showing each player in the database, and in which season(s) that player is found. This report can be useful to help reconcile name spelling differences between players. Career statistics for individual players are merged based on matching name spellings across all of the season database. You need to make sure you use the same spelling for a player in each season. This report can help you to identify discrepancies in player name spellings.

Season summary report: Displays a summary of statistics entered in a selected season database. This report can be used to help verify that statistics entered for the selected season are correct and complete.

All-time results: Generates a report of your team's all-time results for all seasons.

All-time results vs opponent: Select an opponent and generate a report of your overall results against them, including the score, attendance, and site of each contest.

All-time records vs. opponents: Generates a report of your team's all-time records against all of the opponents in your database.

Settings

Various settings are provided to let you tailor the appearance and contents of the career/historical reports.

Records report settings

Select Settings | Records report settings to tailor the appearance and content of season and career historical statistics reports.

Report title: Specify the report heading to use in career/historical reports.

#entries for Career records: Specify the number of entries for each category in the Individual career records report.

#entries for Season records: Specify the number of entries for each category in both the Individual and Team season records reports.

#entries for Game records: Specify the number of entries for each category in both the Individual and Team single-game records reports.

#entries for Career stats leaders: Specify the number of entries for each category in the Individual career leaders report.

#entries for Indiv season stats leaders: Specify the number of entries for each category in the Individual season leaders reports.

#entries for Team season stats leaders: Specify the number of entries for each category in the Team season leaders reports.

Show rankings in career summaries: Enter a value here to indicate whether to display a list showing where a player ranks within all-time and single-season leader categories. The number indicates how "deep" you want to go into your historical database. For example, "50" indicates show categories where the player is ranked 50th or better. Enter zero "0" here if you do not want this list to appear.

Opponent name (for vs opponent breakdowns): This field lets you specify the team name spelling if you have selected a specific vs team section of the career database.

Show game highs in individual career summaries: adds this category to this report

Tab stops in reports: Turn "tab stops" on or off for report generation. Tab stops can be useful when importing a report into a word processor for further processing.

Season minimums

Select Settings | Season minimums to specify statistics minimum criteria for entries in In-

dividual season records and leaders reports. These minimums are typically used in cal-
culations for per-game average and percentage categories.

Career minimums

Select Settings | Career minimums to specify statistics minimum criteria for entries in In-
dividual career records and leaders reports. These minimums are typically used in cal-
culations for per-game average and percentage categories.

Career categories

Select Settings | Career Categories to select which statistical categories to include in
your career reports.

Season categories

Select Settings | Season Categories to select which statistical categories to include in
your single season reports.

Venue

Select Settings | ven's venue to choose to run reports from the overall database, conference-only, or to choose to run reports versus a specific opponent

Include seasons

By default, all seasons in your career/historical database are included in reports. Select Settings | Include seasons when you want to tailor your reports to include only a subset of these seasons.

Teams list

Choose a team to run career or single-season reports for.

"Extended" names editor

Select Settings | Edit extended names to specify the longer (extended) names. This useful when the desired name spelling does not fit within the standard 15-character field used by the software.

Editing career/historical statistics

Functions on the Edit menu are provided for maintenance of season/career cumulative historical data. All cumulative statistics are stored in separate database files for each season. Career statistics are automatically calculated by totaling statistics for players across each separate season database file.

Edit season data

Select Edit | Edit season data to add, change or delete individual and team statistics in the cumulative season database files. [If the season you want to edit hasn't been created, use the Edit | Add new season to generate an empty historical file for that season]. When prompted, select the season you want to edit. The Season Edit control panel is displayed.

Edit Season Data For: 1998

Individual stats
Team stats
Opponent stats

Summary report
Summary HTML
XML summary

Done

Individual stats: Press this button to access the Individual Stats Edit screen.
Team stats: Press this button to access the Team Stats Edit screen.
Opponent stats: Press this button to access the Opponent Stats Edit screen.
Summary report: Press this button to display a summary of statistics for the selected season.
Summary HTML: creates HTML of summary report

Done: Save changes to disk and exit the Edit season data function.
Cancel: To cancel changes press the close window icon at the top right of the screen (the "x").

Individual stats

When you select Individual stats this screen is displayed to let you enter cumulative season totals for individual players:

--Fill out your team roster for the season. Click on the <New player> line in the "Full roster" list box and enter the player name. You will probably find it easier to just enter the name with no stats while you fill out your roster; then enter the data later for all player with stats in each separate category. Note: The "Full roster" list box is automatically filled in for any season that you "capture" from current game files.

--Next, select each category to edit. Separate data entry windows are displayed for each category: Rush, Pass, Receive, Kick, Return, X-point, and Defense. A list of all players with stats in that category is displayed in the "Players with stats" list box. For a new season, the "Players with stats" list box will be empty. To enter stats for players in the selected category, click on a player name in the "Full roster" list box to display an edit window for that player.

--When you select an individual player from either the "Players with stats" box or the "Full roster" box, or when you select "<New player>" on the "Full roster" box, the edit window for the currently selected stats category is displayed:

--The Season field is read-only -- you cannot change this value. Values that you enter in the Name and Games fields are automatically applied for the current player regardless of which category you are entering. Other data entry fields on the window are specific for the currently selected category.

Reformatting player names: You can use the "First Last", "Last, First" or "Mixed case" buttons to reformat all of the player name spellings for the current season. These functions modify all player names in the database for the current season, instead of having to edit each individual name. If you use the "Mixed case" function, review all of the name spelling changes made -- you may need to manually adjust one or more of the entries. For example, you may need to change "Dimarco" to "DiMarco" or "Del Vicente" to "del Vicente".

Team and opponent stats

When you select Team stats the following control panel is displayed to let you enter cumulative season totals for your team.

Click on the statistics category buttons to display the edit windows for each category. The layout of each edit window is the same as that used for editing individual statistics. In addition, the Edit team stats function has a Miscellaneous stats category for editing additional team-only statistics.

Click on "Opponent stats" to enter or edit cumulative season totals for opponent teams. The same edit windows are used for entering both team and opponent season totals.

Add new season

Select Edit | Add new season to insert an empty season database file. When prompted, enter the 4-digit year for that season. To add data entries to the new season, use the Edit | Edit season data function.

Delete season

Select Edit | Delete season to remove a season database file from your career/historical database. You are prompted to confirm before the season is deleted.

Editing single-game records

Before using the single-game records reports you should manually enter the current game records that you maintain. You do not have to enter every stat from every prior game to load your single-game records database. Typically, you can just enter the top 10 or so performances in each category.

After you have built up your initial game records databases, use the "Capture game records" function to automatically update your individual and team single-game records after you score each game.

Edit individual game records

Select Edit | Edit individual game records to display the Individual game records window.
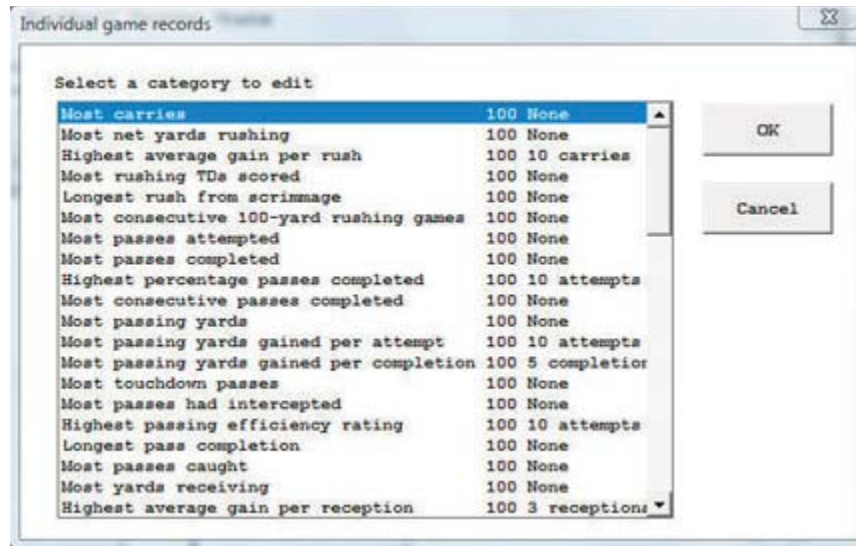
To select a category to edit you can either double-click on that category, or highlight the category and press "OK". The Game Records Edit window is displayed for the selected category.
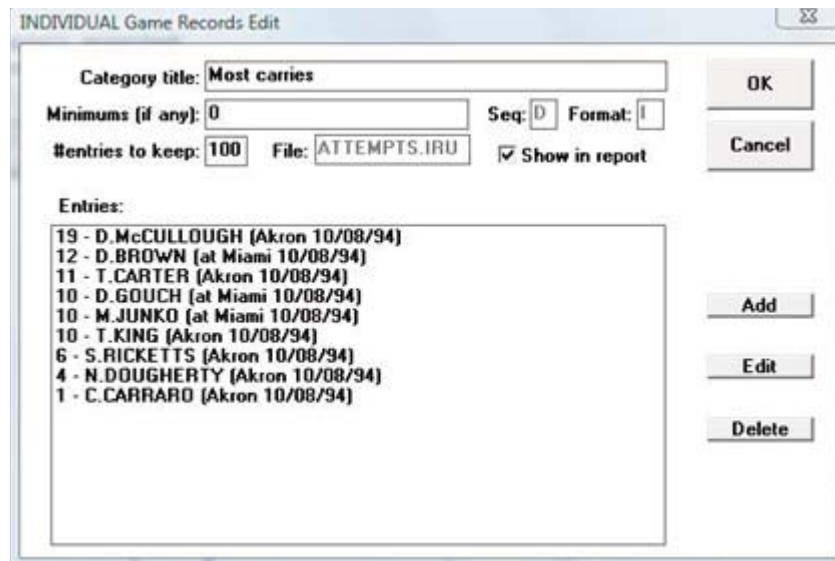
Fields on the Game Records Edit windows include:

Category title: Use as a category heading in your reports.

Minimums (if any): Used as a filter by the "Capture game records" function for average and percentage type fields. If appropriate for the category, enter the minimum required and text to describe the minimum (for example, "15 passes"). **Notes:** The statistic used for minimums is automatically determined by the software for each category independent of the text you use to describe the minimum. Using "Highest average gain per rush" as an example, if you change the Minimums field from "10 carries" to "15 games", the software will display "15 games" in your reports, but still uses 15 rushing attempts when enforcing this filter during game capture calculations. So, the "carries", "games", "attempts" text that you enter in the Minimums fields are cosmetic-only -- the software will dutifully display the text you enter, but still apply the minimum value you specify against a statistic field that is pre-determined by the software.

Sequence: Specifies whether to sort the category in (D)escending or (A)scending order.

You cannot change this field -- it is automatically determined by the software.

Format: Specifies whether the statistics in the category are in (I)nteger format, (F)loating point format, or (P)ercentage format. You cannot change this field -- it is automatically determined by the software.

 # entries to keep: Specify the maximum number of entries to retain (or "keep") in the category. You can (and should) maintain more entries in your edit list than you actually include in your reports for each category. For example, you can use Settings | Records report settings to select 10 entries per category to list in single-game record reports, and still "keep" more in the edit list for that category. By default, the software will "keep" a maximum of 100 entries in each category for archive purposes.

File: Shows the database filename used by the software to store the edit list for the category. You cannot change this field -- it is automatically determined by the software.

Show in report: You can disable this option if you don't want the category to appear in you single-game records reports. In the initial delivery, the display of each category is enabled.

Entries: This list box shows all entries currently in the edit list for the category. To add a new entry, click "Add". To edit an existing entry, highlight the entry and click "Edit", or double-click on the entry itself. To delete an existing entry, highlight the entry and click "Delete".

You can select Delete to delete the entry, and when you select Add or Edit entry, the Edit Entry window is displayed. Fields on this window are:

INDIVIDUAL - Most carries

Statistic:	22
Name:	David Smith
Date:	Oct 8, 1998
Opponent:	Akron
Amplyfing info:	1022

OK   Cancel

Statistic: Enter the statistic value for this field. For integer fields enter the raw value (such as "212" for most yards rushing). For average and percentage fields enter the calculated value in the Statistic field (for example, "9.83" for highest average per rush, or "73.5" for high pass completion percentage) -- and enter additional data such as the number of rushes, passes completed, and so on, in the Amplifying info field. **Note:** The Capture game records function automatically fills in the Statistic field as well as the Amplifying info field.

Name: Enter the player name. For team single-game records, enter "TEAM" in the Name field. **Note:** The Capture game function automatically fills this field with the player name spelling as found in the game file, or fills this field with "TEAM" for team game records.

Date: Enter the date of the game. Note: The software automatically uses the format "MMM DD, YYYY" when filling in the Date field in the Capture game records function (for example, "Sep 16, 1999")

Opponent: Enter the name of the opponent team. For home games enter just the opponent team name. For away games enter "at" followed by the team name (for example, "at Tennessee"). For neutral site games enter "vs" followed by the team name (for exam ple, "vs Nebraska"). **Note:** This field is automatically filled in by the Capture game records function.

Amplifying info: Enter additional text, if desired, to display in reports for this single-game record entry. If entered, this field is displayed in parentheses in your single-game records reports. **Note:** The Capture game records function automatically fills in this field for pre-determined stats categories.

Edit team game records

Select Edit | Edit team game records to display the Team game records window. A separate category list is maintained for team game records. Many of the categories are the same as those for Individual game records. The data entry windows are the same as those used in Edit individual game records; refer to the sections above for information on how to use those windows.

Edit player single-game highs

Select Edit | Edit single-player game highs to manually enter historical data. To generate a report for players, select Reports | Individual single-game highs. Enable the Settings | Records report settings | "Show game highs in individual career summaries" option to include on individual summary pages (hardcopy and HTML 'style' modes).

Delete game records for. . .

Select Edit | Delete game records from ... to remove all entries from the single-game records database for a selected game. Enter the game date and opponent to identify the game to remove.

Edit all-time results

A full history of game results can be maintained in the Career Reports program. To load game results into the all-time results database either:

--Select Capture | Capture season for the current season (or click Directory to select a
   prior season), or
--Select Edit | Edit all-time results to manually enter game results for a season.

Click the "Create new season" button to start a new list of game results for the selected season. Click "Edit season" to display the Edit season results window:
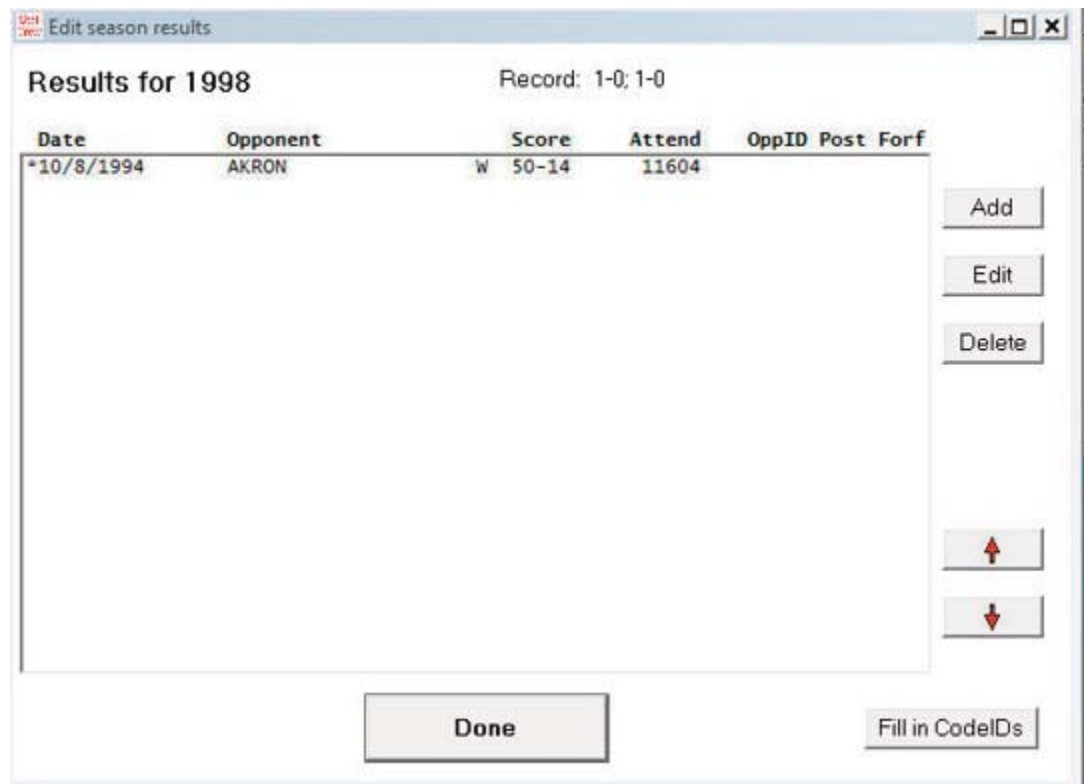
The Result details window is displayed when you Add or Edit a game result. Use the **UP** and **DOWN** arrows to rearrange the game order if needed. Click the Fill in Code IDs button to select NCAA team codes for each opponent. Note that some codes may not be able to be filled in -- use the Result details window to manually select or specify the opponent team code.

To generate reports including all-time results:

--Select Edit | Edit season data | Summary report -- results for that season are included in the report
--Select Edit | Edit season data | Summary Html - results for that season are included in the web page
--Select Reports | All-time results -- generates a report of results for each season
--Select Reports | All-time results vs opponent - generates a report with all results against a selected opponent (note this uses the "Team code" values entered in the All-time results editor).
--Select Reports | All-time record vs opponents - generates a won-loss report against all opponents

HTML generation

The TAS For Football Career/Historical program lets you automatically generate HTML pages for your web site. To generate your web pages:

1. Select HTML | setup to choose which career/historical reports to include:

2. Select HTML | Generate to generate web pages.

3. Select HTML | Copy to disk to copy the HTML pages to a CD for FTP to your site.

4. Or, you can FTP the files directly from the c:\tasfb\career\html directory.

5. Create a link on your web site pointing to the "`histstat.htm`" file.

Setup

Select HTML | Setup to display the setup window. Use this window to choose which reports to include when you select HTML | Generate.

Generate

Select HTML | Generate to generate the HTML pages for your web site. The files selected in the HTML | Setup function are included. The following files are generated in the `c:\tasfb\career\html` directory:

`histstat.htm`   - the career/historical stats "home" page (create a link to this page)
`histcarr.htm`   - individual career summary and career records reports
`histseas.htm`   - individual and team season records and season leaders reports
`histgame.htm`   - individual and team single-game records reports
`histresu.htm`   -all-time results

XML generation

The TAS For Football Career/Historical program lets you automatically generate XML outputs for several uses, including:

1. To generate a season XML output for the selected season, select Edit | Edit season data and click XML summary.
2. To generate an XML outuput compatible with the Game Viewer application, select HTML | XML (by player for game viewer).
3. To generate an XML output containing season-by-season data for the entire career database, selected HTML | XML (by season-for archives). NOTE: Fill in the Settings | Records report settings | Team code and Team name fields before running this function.

Copy to disk

Although you can FTP the career/historical reports directly from the HTML subdirectory, you may find it more convenient to copy these files to a CD or jump drive first so you can more easily locate them using your FTP tool.

Backing up your database files

Be sure to backup your career/historical files on a regular basis! In the event of a hardware or software failure, re-entering the data will be time-consuming and frustrating. It is recommended that you keep at least two sets of backup disks.

1. Perform a full backup after you have entered all of the data to initially load you season and game records databases. Set this backup disk aside in case you need to restore your data, and your ongoing backup disk is unreadable or unusable.
2. Perform a full backup to a different disk after you have performed the Capture season and Capture game records functions after each game.

14   Conference Package

Introduction

This chapter describes general TAS Football Conference topics. For detailed information on Windows Conference Reports, refer to the chapter on "Using Windows Reports".

Quick conference setup

The following is a checklist of the general software setup steps you might perform to get ready for a season.

Add the conference team and roster entries:

1. Run the Utilities program.
2. Select Utilities | Create directory create a new directory for your game files.
3. Select the Roster maintenance, Edit rosters function.
4. Add each team in your conference to the Teams List.
5. Enter the player rosters for each conference team.

Customize the Conference reports functions:

1. Run the Conference Reports program.
2. Select Settings | Conference setup to enter general conference information.
3. Select Settings | Conference teams to identify the teams in your conference (and divisions).
4. Select Settings | Report options to specify general report formatting options.
5. Select Settings | Mimimums to set mimimum criteria for various reports.

It is recommended that you periodically stop to view or print the Conference Schedule Management report while you are entering your games schedule.

This can avoid having to "fix" game schedule attributes.

Setup the game schedule for the conference:

--On the TASFB (DOS scoring) Menu, press **M** to start Manual game entry.
--Select Game setup|Rules to customize the scoring rules as needed.
--For each game on the schedule, perform steps 4 thru 7.
    --Select File|New game.
    --Select Game setup|Teams to select or add the teams for the game.
    --Select Game setup|Game info to enter general game information.
    --Select File|Save game to save the scheduled game to disk.
--Exit to the TASFB Menu.
9. Print the Conference Schedule from Conference Reports.

Conference setup

Use Conference setup to identify the name of your conference and the names of each division in the conference (if any). This window also lets you customize the layout of some of your conference reports.

```
                Conference Setup

Conference name: Central Conference
         Season: 1995

Division 1 name: Eastern Division
Division 2 name: Western Division
Division 3 name:
Division 4 name:

Sort passing by: E E)ffic Y)ds A)vg/game
Sort PassDef by: E E)ffic Y)ds A)vg/game
Sort intrcpt by: A N)umber A)vg/game

Landscape Sched: Y
Break Sched at#: 99
UndLin in sched: Y
  Show conf rcd: Y
```

Conference name: Enter the name of your conference as you want it displayed in your conference report titles. Note: This heading is only used in conference reports. You should also change the Heading field in the Report Options window for printing individual game and team reports.

Season: Enter the season (1995, etc.) that will appear in your conference report titles.

Division 1 name: Enter the name for the first conference division, or leave this field blank if not applicable. This entry affects the Conference teams setup and the Conference Standings report.

Division 2 name: Enter the name for the first conference division, or leave this field blank if not applicable.

Division 3 name: Enter the name for the first conference division, or leave this field blank if not applicable.

Division 4 name: Enter the name for the first conference division, or leave this field blank if not applicable.

Sort passing by: This option affects the sort order of passing statistics in the Conference Weekly Individual Statistics report only. Enter "**E**" in this field to sort these stats by pass efficiency rating, "**Y**" to sort by total passing yards, or "**A**" to sort by average per-game passing yardage.

Sort PassDef by: This option affects the sort order of passing defense statistics in the Conference Weekly Individual Statistics report only. Enter "**E**" in this field to sort these stats by pass defense efficiency rating, "**Y**" to sort by total passing yards allowed, or "**A**" to sort by average per-game passing yardage allowed.

Sort intrcpt by: This option affects the sort order and players included in the interceptions statistics in the Conference Weekly Individual Statistics report only. Enter "A" in this field to sort these stats by average number of interceptions per game, or "N" to sort by total number of interceptions. Use "**N**" if you do not plan to maintain the player participation stats for defensive players that would be needed to calculate the average number of interceptions per game stats.

Landscape Sched: This option affects the layout of the Conference Schedule and Results

report. Enter "**Y**" if you want this report to be printed in "landscape" orientation, or "**N**" if you want this report to be printed in "portrait" orientation.

Break sched at #: It is recommended that you leave this field set to a high number (99). Change this value only if you need to force the Conference Schedule report to page break on a certain team number. For example, enter "10" if you want to force a page break on team number 10.

UndLin in sched: Enter "**Y**" in this field to display an underline row underneath the team name in the Conference schedule report. This is intended to be a space-saving option to help fit the entire conference schedule onto one page. Occasionally, if one or more teams play in post-season play you may need to set this to "**N**" to fit the schedule onto one page.

Show conf rcd: Enter "**Y**" in this field if you want to display the conference record in addition to the overall record in the Conference Schedule report.

Conference teams

Select Conference Reports | Settings | Conference setup to identify the teams that are in your conference. Use the **SPACEBAR** to select/deselect individual teams. A marker (*) is displayed next to each team that is included in the conference.

```
        All Conference Teams

>   CHAN      Chantilly
  * FAIR      Fairfax
  * FC        Falls Church
    JEF       Jefferson
  * LAN       Langley
  * LEE       Lee
  * MAD       Madison
  * MAR       Marshall
  * MCLEAN    McLean
    WS        West Springfield
    YORK      Yorktown
```

If you have setup divisions within the conference, you must also identify the teams that are in each division. Be sure to identify "All Conference Teams" before identifying individual teams in each division. Use the **SPACEBAR** to select/deselect teams in a division as described above.

Conference report stat minimums

Use the conference report stat minimum windows to specify the maximum number of entries and statistical minimum/maximum criteria for sections of your conference team and individual reports. Minimums are provided for:

--Team minimums: Use the Conference Team Minimums to customize the Conference
  Team Leaders report.
---Individual minimums: Use the Conference Individual Minimums to customize the Con-
  ference Individual Leaders report.
--Weekly individual minimums: Use the Weekly Minimums to customize the Conference
  Weekly Individual Stats reports.

Standings

This report includes a section for "Last Week's Results", the overall and conference

standings (by division if applicable), and a section for "Next Week's Schedule".

Use the Conference Setup and Conference Teams functions to identify the teams and divisions to report in the standings section.

Select Conference Reports | Conf | Last week's results to select which games to include in the "Last week's Results" section. This section is displayed in a Notepad window so you can edit the text as required.

You can perform the same selection process for the Next week's schedule section.

Importing a game

You should normally receive "packed" game files (`gameid.fpk`) from your teams. Use the Utlities | Import/Export | Unpack game files to "unpack" the ".fpk" file; then use Utilites | Import/Export | Import games to import the actual game file (`gameid.fgm`).

If you receive an ".fgm" game file (instead of an ".fpk" file), you can use the Import game function directly without first unpacking the file.

The HTML Organizer

Refer to "Using Windows Conference Reports" for information on generating HTML pages for your conference web site.

15   Utility Programs

Game Viewers

Description

Each STATCREW Game Viewer provides multiple views of statistics during a game for radio, TV, print media, press box suites, sports information positions, etc. Using a game viewer, the user can select from several different presentations of the game data, such as team stats, individual stats, play-by-play, stats leaders, and more, including season-to-date stats for each player.

The Game Viewers are designed to run on computers that read game data written by the scoring software in XML format to a location accessible via a local area network (LAN). The Game Viewers run as a window on the desktop, so the user can concurrently run other Windows applications such as word processors, browsers, etc.

The Game Viewers function as an extension of the 24 X 80 character "stats display" terminals -- that is, you support updates to both Game Viewer computers and stats display terminals concurrently.

Installation

To install from the CD-ROM, insert the CD (run the "`setup.exe`" program if not automatically started). Then click on the "Game viewers" tab and select the game viewer for the desired sport. You can also download the game viewer software from the statcrew.com website if necessary. A Game Viewer icon is installed on the desktop for launching the game viewer application.

Scoring software setup

To support the game viewers, perform the normal live game setup in the Windows Game Reports program; then also activate the XML data feature, provide a game ID to use for the XML output, and indicate a directory to copy the XML output to. Then setup the

game viewers to view the specified XML data file.

In the example above, the "Enable XML stats feed" option is enabled, the XML gameid is set to "vbgame", and the Copy file settings indicate the XML data is to be copied to the "c:\demo\vb" directory. **Note:** The XML data could be copied to a "mapped" drive or to a specific computer (for example, "\\server\livedata") -- the key is to copy the XML data to a directory that can be accessed via the LAN.

Game viewer setup

Double click on the "Game Viewer" icon installed on the desktop (see "Installation" above).
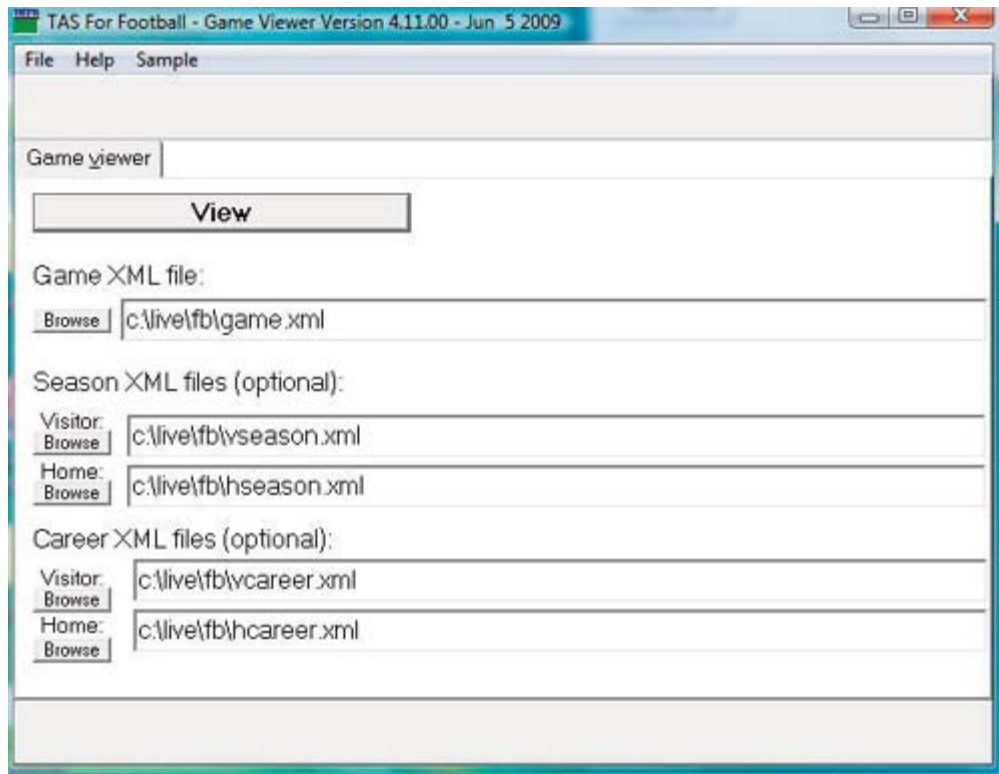
Enter the name of the XML data file to view, or click the "Browse" button to locate the file over the LAN. If available, also specify the season data XML files that were created by the Season Reports | Cumes | XML output function.

Using the Game Viewer

You can select "Help" in the Game Viewer to access information about setting up and using the viewer. Some key points include:

--Use the mouse or keyboard characters to switch between different data views.
--Double-click on player names from list-boxes for more detailed info
--Click on the "Colors" button to customize colors for various parts of the displays
--Click on the "+" or "-" buttons to enlarge (or shrink) the display size if desired
--The viewer updates automatically after a play is entered; press Pause/Resume to tem-
   porarily stop updates
--Click on the "Update" button to force the display to automatically update every five sec-
   onds

Network considerations

Computers running the Game Viewer software need to be able to "see" the XML data file over the LAN -- whether the XML file is copied to a directory on the stats computer itself

or to another server. The network might be a "standalone" network with the stats com-puter and game viewer computers connected to each other via a hub; the computers might be connected via the campus/press box LAN; the computers might be connected via a wireless LAN; or any combination of the above.

Technical note: Instead of installing the Game Viewer software on each computer, you can run execute the program over the network. Use the "-v" option view-only option (for example, "\\server\tas\bsview.exe-v"); the "-v" option prevents the users from altering the "master" XML data location and colors you have setup.

TasZip

TasZip is a "zip/unzip" (file compression) tool for use with STATCREW.

Key features include:
--Faster and smaller backup/restore of games directories
--Especially useful for "larger" games directory backups
--Zip/Unzip files are compatible with PkZip, WinZip, NetZip

--To download TasZip from the internet, go to www.statcrew.com and select --Down-loads.

To install TasZip from a CD:
From the CD, select TasZip from the installer tools menu.
To run TasZip:
--Select Start | Programs | TasZip | TasZip to start the program; or
--Click on STATCREW Control Panel from you Windows desktop; select Tools; then select TasZip.
To display or print the User Guide, select Start | Programs | TasZip | User Guide (in PDF format. This document requires the Adobe Acrobat Reader to display or print the docu-ment)

TasFonts

TasFonts provides a set of alternative fonts that can be used in STATCREW reports. In particular, the "Lucida sans typewriter" font gives you a crisper, easier-to-read printout than the standard "Courier new" font, making it a good choice for reports that will be

copied or faxed.
To download TasFonts from the internet, go to www.statcrew.com and select Download software fixes.

Note: After installing TasFonts, you can select Display | Font settings from any of the Windows Reports menus to select a new font for your reports. To preview and test the look and feel of these alternative fonts, select Start | Programs | TasFonts | TasFonts.

TasComms32

TasComms32 (or "TC32") is a tool that supports serial (COM) port communications for STATCREW scoring products. TC32 creates serial output during a game for media stats display and for scoreboard stats.
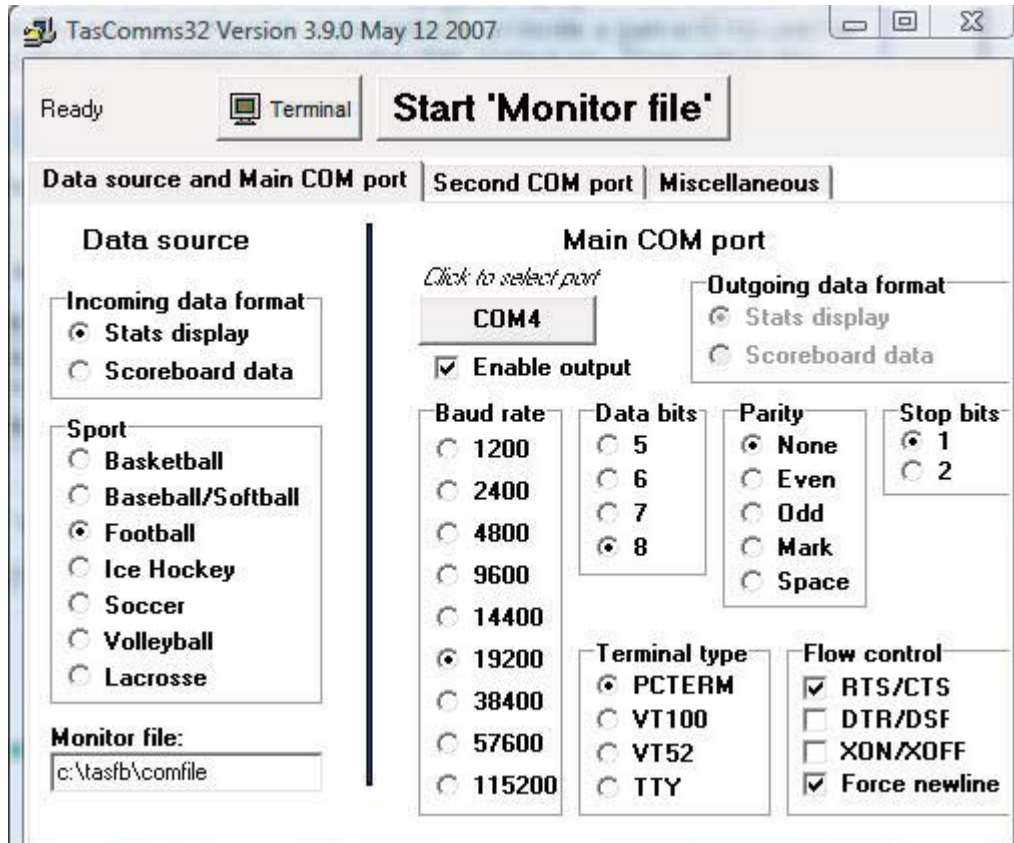
To download TC32 from the internet, go to www.statcrew.com and select:

Downloads
To install TC32 from a CD:
Select TasComms32 from the installer menu.

To run TC32:
Select Start | Programs | TasComms32 | TasComms32 to start the program; or click on the STAT CREW CONTROL Panel from your Windows desktop; select Tools; then click on TasComms32 (or right click to choose between TC32 and the original TasComms tool).

A   Program file usage

Reports directory

Each of the formatted reports you generate are stored in a REPORTS sub-directory within your games directory. For example, if your games directory is "C:\TASFB\1995" there will be a directory containing your report files in "C:\TASFB\1995\REPORTS". These files can then be used to import into your word processor or transmit using your fax software.

Game reports

File Name	Report description
GAME.SUM	Scoring summary
GAME.TEM	Team stats
GAME.IND	Individual stats
GAME.DRV	Drive chart
GAME.DEF	Defensive stats
GAME.QCK	Quickie stats
GAME.PLY	Play-by-play
GAME.NWS	Newspaper box
GAME.NCA	NCAA form
GAME.SCO	Play breakdown (scouting)
GAME.DGR	Drive chart (graphical)

Season reports

File Name	Report description
TEAM.TEM	Team stats
TEAM.IND	Individual stats
TEAM.DEF	Defensive stats
TEAM.CMB	Combined stats

Game-by-game reports

File Name	Report description
TGBG.RES	Game results
TGBG.GBC	Game comparisons
TGBG.RES	Combined results
TGBG.GBG	Team game-by-game
TGBG.OPP	Opponent game-by-game
TGBG.SUP	Game superlatives
TGBG.RED	Red-zone stats
TGBG.CNV	By-quarter (3rd/4th conversion) stats
IND.GBG	Individual game-by-game

Game-by-game summaries

File Name	Report description
IGBG.PLY	Games played summary
IGBG.DEF	Defensive game-by-game
IGBG.RSH	Rush/Rcv game-by-game
IGBG.RET	Returns game-by-game
IGBG.SAK	Sacks game-by-game
IGBG.PAS	Passing game-by-game
IGBG.TFL	Tackle for loss game-by-game

Games directory

The following is a short description of the files stored in your games directory. You can use the file sizes to calculate a "ballpark" estimate of the amount of disk space you will need to store your data. Normally you will need about 400k bytes (400,000) on your disk to store the data for an 11-game season. Note: This does not include the disk space you need for the software itself, or for the reports you will generate. The software requires an additional 2mb (2,000,000) of disk space, and the reports may require up to 200kb (200,000) of disk space.

File name	Description (size)
game-id.FGM	Game stats data files (20k for each game)
game-id.FPL	Game play-by-play data files (5k for each game)
game-id.FRO	Team rosters (2k for each team)
game-id.FDR	Team games directories (1k for each team)
game-id.FDF	Split defense stats file (5k for each game if used)
game-id.FST	Game starters files (1k for each game)
game-id.NOT	Game notes files (1k for each game)
game-id.SSS	Scoring summary insert for box report (as created by user)
$TEAMS$.FDR	Table of contents for teams (1k)
$GAMES$.FDR	Table of contents for all games (2k)

Warning: Do not alter these files without support from your Automated ScoreBook representative.

Program directory

The following is a short description of the "key" files located in the TASFB program directory.

Support files

File name	Description
$COMMS	Remote display communications parameters
$CONF	Used by the Conference Package
$DEF	Defensive position codes
$FORM	Formation codes
$OFF	Offensive position codes
$OPTIONS	Program options (in-game and report)
$PASS	Pass play type codes list
$PEN	Penalty codes list
$PRINTER	Printer driver descriptions
$RULES	Current rules in effect
$RUN	Run play type codes list
$TERM	Terminal driver descriptions
$HTML	HTML style settings
$HTML.SYS	HTML system style settings
*.WWW	Web package report selections

Help files

File name	Description
$FB.MSG	On-line help text
$FB.NDX	On-line help text index
*.MAN	On-line topic help index

B TAS For Football (Tutorial)

This tutorial is designed to let you quickly get familiar with key "in-game" software features before trying to score your first "live" game. We recommend that you read the User's Guide and run through this tutorial before scoring your first game live. Be sure to try out the play editor functions so you can quickly correct play entries when the need arises during the game.

Overview

The Automated ScoreBook For Football (TASFB) lets you score your football games "live at the field", or manually enter your game stats for away games. A variety of game reports, cumulative season reports and individual player reports are automatically gener ated by the software.

The computer display shows information that can help you insure accurate statistics in your game. The current down, to go, line score, team stats, individual stats and a play narrative are displayed to help you keep the game scoring on track. You should periodically glance at this information to verify the software has interpreted your scoring entries as expected. Especially pay attention to the down and distance values after you enter each play at the top left of the screen.

The following keyboard commands are especially important when using the software:

Press this key:	To do this:
F1	Display help for the current function
ESC	Cancel or exit from the current function
SPACEBAR	Accept (calculate) the play (on Play Input Screen)
ENTER	Complete a field entry or accept a prompt default
CTRL+ENTER	Complete changes to a "busy" data entry window

Starting the software

Use the Stat Crew Control Panel to start the software. The Stat Crew Control Panel al lows you to launch all STAT CREW applications from one icon on your Windows desktop. The Control Panel can also be used to access the downloads page for the selected sport. To download the Control Panel from the internet, go to www.statcrew.com and select **Download software fixes**.

 To install it from your CD, select Control Panel from the installer menu.

In the screen capture below, right under the STAT CREW Software logo is a link called "Updates". This link will immediately direct you to the STATCREW website and allow you to download all updates for all of the software you have installed, without having to type in your serial number.

Setting up for a game

As you may have suspected, the first thing we will do is set up a couple of team rosters. From the TASFB Menu, press "**U**" to start the Utilities program. Press any key to clear the copyright window when it appears.

Games directory

Select Directories from the Utilities menu. The current DOS path and Games directory is displayed.

```
       ScoreBook directories


      Drive/path: C:\TASFB
 Games directory: SAMPLES
```

The software is automatically installed with a SAMPLES games directory. Use this directory for the purposes of this tutorial, but you will want to setup a new directory when you get ready to score "real" games.

For now, just press **ESC** to return to the Utilities menu.

Team rosters

Select Roster maintenance from the Utilities menu,

```
          Utilities

 Roster maintenance
 File maintenance
 Play codes
 Report options
 In-game options
 Directories
 Printer type
 Quit
```

then select Edit team rosters from the Roster Maintenance menu. The Teams List is displayed:

```
          Teams List

 > LAN      Langley High School
   WS       West Springfield HS
```

Notice the list cursor symbol ">" next to "LAN". The list cursor shows which line in a list a function will be performed against. You can use the up arrow , down arrow, page up, page down, home and end keys to move the list cursor around in the list (see Chapter 2 in the User's Guide).

Press **ENTER** with the list cursor next the "LAN" to display the Langley High School ros-

ter. You could edit this roster if desired (note the command keys displayed at the bottom of the screen). But, for now, just press **ESC** to return to the Roster maintenance menu. We will use the Langley Roster "as is" during this tutorial session.

Press **ENTER** to select Edit team rosters again. This time, press "**A**" to add a new team to the Teams List. The Edit Team Info window is displayed.

```
          Edit Team Info


     Team ID: MYTEAM
     Team Name: My Team

```

Enter "MYTEAM" in the Team ID field, and enter "My Team" in the Team Name field. The Teams List is redisplayed with "MYTEAM" that was just created.

Adding players

Press the down arrow until the list cursor ">" is next to "MYTEAM". Press **ENTER** to select that row in the list. The team roster for MYTEAM is displayed.

```
          C:\TASFB\SAMPLES\MYTEAM.FRO


     >

```

Initially the roster is empty, of course. Notice the command key hints displayed at the bottom of the screen. Press **ENTER** to display the Player Info window for the selected row.

```
               Player Info

     Number: 4
     Name: John Hansen
     NCAA office code:
     Offense position:      ? = List
     Defense position:      ? = List
```

Enter player "John Hansen" with uniform number "4". Fill in the NCAA office code and position fields if you want, but this is optional. Note: The NCAA office code field is used in the NCAA Summary of Football Game Statistics report only. It is probably not the same value as the uniform number for the player. You can press **ENTER** through each of the remaining fields, or press **CTRL+ENTER** to complete your entry.

After entering the new player, the list cursor automatically advances to the next row in the roster list. Repeat the process described above to add several new players. You can enter your own player names if you wish, but for the purposes of this tutorial it will be easier to follow the descriptions later if you enter the uniform numbers and names show below.

```
    C:\TASFB\SAMPLES\MYTEAM.FRO

>  4  John Hansen
   12 James Gunn
   35 Willie Smith
   42 Kyle Simon
   55 Matthew Rover
   80 "Hands" McCrae
   95 Robert Nader
   TM TEAM
```

You can enter up to 110 players on a roster. We just need to enter a few names to illust-rate how the software operates. Press **ESC** to exit the roster list. The updated roster is automatically saved to disk.

Press **ESC** to return to the Utilities menu. Press **ESC** again to exit to return to the TASFB Menu.

In-game setup

We're ready to start up the in-game scoring program. Press "**F**" to select TAS For Football (In-game scoring). Press any key to clear the copyright screen.

The scoring display is divided into several areas. Each area on the screen is updated after each play you enter.

```
Game context area              Team stats area



Line score area



Play input area






                               Play stats area

Command key hints area
```
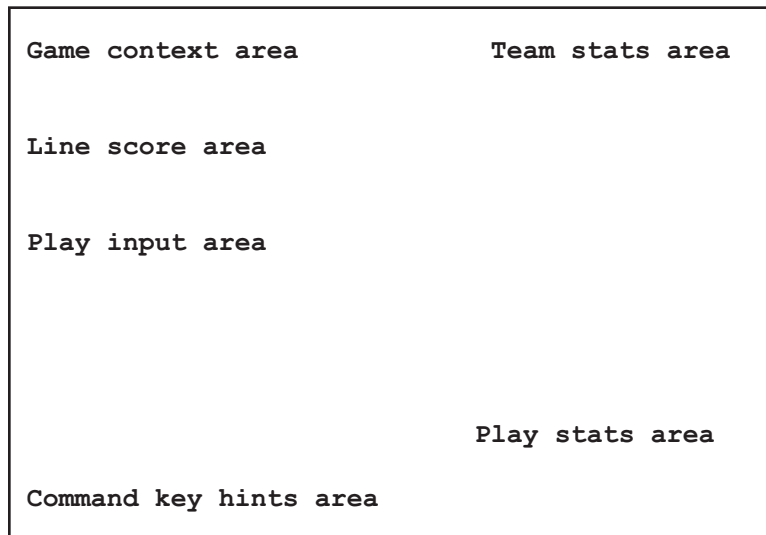
Game context area: Shows the down, to go, ball spot, current quarter, and current drive information.

Team stats area: Shows a team statistics summary. Press **F8** to switch between team and individual stats.

Line score area: Shows the current game line score.

Play input area: This is where you will input your play entries. A narrative summary of each play you enter is also displayed in this area.

Play stats area: Shows information about the players involved in a play as you make

your entries. Also shows the number of entries you have made in the software since the last time the game was saved to disk.

Command key hints area: Shows the command keys that are available for the current function, and also shows the types of values you can enter in a particular field while you are scoring the game in the Play Input window.

Selecting the teams

Select Game setup from the Main menu to display the Game setup menu. The first thing to do is select the teams for the game. Select Teams from the Game setup menu. The Teams window is displayed.

Press "**V**" to select the Visitor team. Move the cursor to "LAN" and press **ENTER**.

Next, press "**H**" to select the Home team. Move the cursor to "MYTEAM" and press **ENTER**.

The software automatically "guesses" the team abbreviation characters for both teams ("L" for Langley and "M" for My Team). You can change these by pressing "**A**" to reset the team Abbrev character for each team. For now, "L" and "M" are just fine. When you are done, the screen should look like this:

```
                    Teams

           Abbrev   Team ID   Team Name

Visitor      L        LAN       Langley
Home         M        MYTEAM    My Team

V)isitor team H)ome team A)bbreviations
Press V,H,A or Enter to exit->
```

Press **ENTER** to exit the Teams window.

General game info

Select Game info from the Game setup menu to display the Game Info window.

```
                      Game Info

L   Langley
M   My Team


Date: Apr 13, 1995    Sched note:
Place: Unknown
Stadium:


Conference game: N        Referee:
Neutral site: N            Umpire:
Night game: N            Linesman:
Post-season: N         Line judge:
Start time:            Back judge:
End time:             Field judge:
Total time:            Side judge:
Attendance: 0              Scorer:


Temp:
Wind:
Weather: Clear
```

Fill in the desired values and press **CTRL+ENTER** to complete your changes.

Game starters

Select Starters from the Game setup menu to enter the offensive and defensive starters for both teams. You can fill in all, some, or none of this information; it is not required for scoring the game.

Rules

Select Rules from the Game setup menu to display the Rules Setup window. Here you can set the game rules that are appropriate for your venue (the number of minutes in each quarter, the kickoff spot, etc.). Press **CTRL+ENTER** to complete your changes or press **ESC** if the rules are okay as is.

We're ready to start scoring the game (finally).

Scoring the game

The following paragraphs describe the basics of how to use TASFB to score a football game. It is very important that you review the "Quick startup" section in the User's Guide and the Reference card to be familiar with which commands to use to indicate the start of a quarter, end of a half, etc.

To access the Play Input window:

1. Press **ESC** until the Main menu is displayed.

2. Select Scoresheet from the Main menu.

3. Select Input from the Scoresheet menu.

The Play Input window is then displayed.

```
              Play Input




R - Rush        K - Kick        C - Comment
P - Pass        G - Game control
E - Penalty     D - Defense
U - Punt        O - Other       A - PAT try


SPACE=Accept ESC=Exit F10=Clr '-'=ClrBlk
<-->=Edit Alt+D=Del Alr+R=Reports
```

The starting kickoff

To start the game, you will:

1. Enter a comment about the coin toss.

2. Spot the ball for the kicking team.

3. Score the kickoff play.

To enter a comment about the kickoff, press "**C**" from the Play Input window. The Comment window is displayed. Type the following text description of the coin toss and press **ENTER** when you are done.

```
              Comment

 CMT:
 My team wins toss, elects to receive.
```

Since Langley will be kicking off, spot the ball for Langley at the kickoff spot. To do this:

1. Press "**G**" to display the game control commands.

2. Press "**N**" to start the new half and identify the kicking team.

3. Type "**L**" in the Team field and press **ENTER**.

4. Type "**L35**" in the Spot field and press **ENTER**.

5. Press the **SPACEBAR** to accept the play.

The Play Input area will contain the following information:

```
        Play Input
```

```
Team:L Spot:L35

       Play Summary

LAN ball on LAN35.
```

Press any key to clear the Play Summary text. Note that the Game context area at the top left of the screen reflects the initial ball spot.

To enter the kickoff play, press "**K**" to display the kickoff commands, then press "**O**" to initiate the kickoff play. Assuming that number 10 for Langley kicked to the My Team 5 yardline, and the ball was returned, enter the following information in the kickoff fields:

```
Kick:10 To:M5 Res:R
```

Note that "**10**" is the uniform number of the kicker, "**M5**" represents the MYTEAM 5 yard-line, and the result code is "**R**" for returned.

After you type "**R**" and press Enter in the Res field, the software prompts you for the return information. Assuming the kick was returned by number 35 (Willie Smith) and was tackled you would enter:

```
Kick:10 To:M5 Res:R
Return by:35 ?:T
```

The "**T**" in the carry result field (prompted by "?") indicates the ball carrier was tackled. The software then prompts for tackle information. Assuming the tackle was made at the My Team 27 by number 54 (C.Mace) on the kicking team, you would enter "**54**" in the Tackle field, press Enter to skip the assisted tackle field and then enter "**M27**" in the "At" field:

You must press the Spacebar to "accept" the play entry. The software does not calculate the paly until you press the Accept command key.

```
Kick:10 To:M5 Res:R
Return by:35 ?:T At:M27
Tackle:54
```

Assuming there were no penalties, the play entry is now ready to accept. Press the **SPACEBAR** to accept the play. A narrative summary of the play is then displayed on the screen.

```
P.Ruzila kickoff 60 yards to MYTEAM5, Willie
Smith return 22 yards to MYTEAM27 (C.Mace).
```

The software will prompt you for input as described above on most of the plays in the game. That is, after you enter a result code for a portion of a play, you will next be prompted for information that is appropriate for the result code you entered.

Plays from scrimmage

Assume a rush by number 42 (Kyle Simon), tackled by 66 (R.Henderson) and 91 (J.Serumgard) at the My Team 45. Press "**R**" to initiate a rushing play and enter:

```
Rush:42 ?:T
```

Then complete the play entry with:

```
Rush:42 ?:T At:M45
Tackle:66 91
```

Then press **SPACEBAR** to accept the play. A narrative summary of the play is displayed:

```
Kyle Simon rush for 18 yards to MYTEAM45, 1ST
DOWN MYTEAM (R.Henderson,J.Serumgard).
```

Note that the game context, team stats, and play stats areas of the screen have been automatically updated based on your play entry.

Penalties

The rules on scoring penalty plays are complicated. Be sure to read the section on Penalties in the User's Guide (Chapter 6), and try out various penalty situations to get familiar with the various scenarios that can pop up regarding penalties.

Assuming a false start by My Team. Press "**E**" to initiate a penalty sequence. At the "Pen:" prompt, leave the field blank press **ENTER**. A list of possible penalty codes is displayed for you to choose from. Move the cursor to the false start penalty code (FS) and press **ENTER**. Next enter "**M**" in the Team field to indicate the penalty is against My Team. Enter "**A**" in the result (Res) field to indicate the penalty was accepted.

```
Pen:FS Team:M Res:A
```

Assuming the penalty was against an unknown player, and the ball is spotted at the My Team 40 you would complete the entry with:

```
Pen:FS Team:M Res:A ##:TM Spot:M40 +Dn:N
```

Then press **SPACEBAR** to accept the play. The down and distance is automatically recalculated by the software.

Next, let's assume a long pass completion with a penalty down field against the offense. For example, the play may be called as "Pass 12 complete to 80 tackled by 62 at the Langley 17; penalty clipping against Langley accepted, spot at the Langley 32; play counts". You would press "**P**" to initiate a passing play and enter:

```
Pass:12 ?:C To:80 ?:T At:L17
Tackle:62
Pen:CL Team:M Res:A ##:TM Spot:L32 +Dn:N
Accept play?:Y
```

The play is accepted since the foul was committed downfield by the offense. It was not a "deadball" foul since the penalty occurred <u>during</u> the play.

Correcting play inputs

From time to time (alas!) you will need to correct a previous play entry. TASFB lets you change, insert or delete play inputs or comments while scoring the game.

The "quick fix"

The most common correction you will probably be making is to change a ball spot. For example, if Willie Smith (#35) rushed to the Langley 5 you would enter:

```
Rush:35 ?:T At:L5
```

Then you notice that the ball was actually spotted at the Langley 4. To correct this, press the **RIGHT ARROW** key. The most recent plays you have entered are displayed,

with the list cursor at the last play entered.

Press **ENTER** to edit the play. A list of the keywords for the play are displayed. Move the cursor to the "V05" (visiting team 5) entry and replace this with "V04" (visiting team 4). Press **CTRL+ENTER** to complete the change.

```
              Edit Play


   Yardlines: V=LAN      H=MYTEAM


   RUSH:35,V04



   Ctrl+Enter=complete changes
      Esc=Cancel   F1=Help
```

The scoresheet is automatically updated to reflect your change. You can use a similar method to correct a uniform number, or other simple changes.

Note: You can also press **ALT+E** to immediately correct the last play entered.

Replacing a play

For other changes where changing the play keywords is too complicated, you can delete the play (using **ALT+D**) and re-enter it, or you can use the Play Editor to re-enter the play "in-context". For example, assume that the last play to the Langley 4 yardline was actually a pass from #12 to #35. To fix this, press the **RIGHT ARROW** key. Now press "**R**" to replace the selected play.

```
          Play Editor

   REPLACING:

   RUSH,35,V04
```

The Play Editor window on the right side of the screen displays the keywords for the play you are replacing. This can help you recall the statistical points of the play you want to re-enter. Now, just re-enter the play as a passing play:

        Pass:**12** Res:**C** To:**35** ?:**T** At:**L4**

Finding a play in the Play Editor

You may also need to correct a play earlier in the game that is not in the current drive. Remember, the **RIGHT ARROW** key tells the Play Editor to display the plays in the current drive. To display a list of all of the drives in the game, press the **LEFT ARROW**. This lets you "home" in on the drive where you need to make the play correction. Move the list cursor (">") to one of the drives and press Enter to display the plays in that drive. Then use the Play Editor keys described above (and prompted at the bottom of the screen).

NOTE: To find all the plays in which a particular player was involved, access the roster window for the team, move to the desired player and press the question mark (**?**) key. A

list of plays for that player is displayed.

A scoring play

Let's review a scoring play sequence. With My Team still on the Langley 4, assume #42 rushes for a touchdown.

```
Rush:42 ?:. At:L0
```

The "." carry result code indicates "end-of-play", that is, not tackles, etc. The Langley 0 yardline ("L0") is used to indicate the Langley goal line. You can also use the "TD" yard-line keyword to indicate a touchdown:

```
Rush:42 ?:. At:TD
```

You are then prompted for the clock time:

```
Clock:10:00
```

For the point after attempt, press "**A**" (or press "**K**", then "**A**") to initiate the point-after play. Assuming the kick attempt by 4 was good you would enter:

```
PAT type:K By:4  To:   Res:G
```

Notice that the "To:" field is left blank. This field is only used for PAT types of "Pass" to indicate who the successful pass attempt was "to".

The ball is automatically spotted at the "Kickoff spot". Resume scoring the game with the ensuing kickoff.

Viewing game data

You can review or print game reports at any time during the game. You can either exit from the Play Input screen and access the reports via the Main | Reports menu, or you can access reports quickly from the Play Input screen by using one of the following "quick keys":

Press this key:	To do this:
ALT+V	Display the Visitor roster
ALT+H	Display the Home roster
ALT+R	Display the Reports menu
ALT+1	Display the Scoring summary
ALT+2	Display the Team stats
ALT+3	Display the Individual stats
ALT+4	Display the Drive chart
ALT+5	Display the Defensive stats
ALT+6	Display the Play-by-play
ALT+7	Display the Quickie stats

Game control

All of the key "game control" points are described in detail in the User's Guide, and in summary format on the TASFB Reference Card ("Cheat" sheet). The following shows the key game control points and how to input each one:

To indicate:	From Play Input select Game control and:
End 1st quarter	Set quarter (set quarter to "2")
End 2nd quarter	End half
Start 3rd quarter	New half (set quarter to "3")
End 4th quarter	End half
Overtime	Set quarter (to "5" to indicate OT)

Finishing up

Let's assume that the game is finished. Press **ESC** to exit from the Play Input window and again to return to the Main menu.

Select Wrapup game from the Main menu to enter final game information such as team records, game end time and elapsed time, and attendance. Press **CTRL+ENTER** to complete your changes.

At this point you can view or print any or all of your final game reports. Note that the reports won't say "Final" unless you have entered the key "game control" points described above. This is how the software knows when the game is final.

For now, we will save the game to disk and exit the In-game scoring program. Select File from the Main menu. Select "Save game" and enter a 1-8 character DOS name for the game. Select Quit from the Main menu to exit from the program.

Now is a good time to browse through the Season, Game-by-game, and Game summary reports to get a feel for how to operate them. These reports are not described in this tutorial. Refer to the User's Guide for information on how to generate reports and how to use the File Viewer to browse or print your reports.

Football - Sending a game file (*gameid*.FPK)

To send a football game file to the conference office or to another team, first use the "Pack game" utility function:

1. Run the WINDOWS UTILITIES program
2. Select Import/Export | Pack game files
3. Choose a directory (such as **a:**) to save
4. Select the *gameid* from the Games List
5. A file named *gameid*.FPK is created
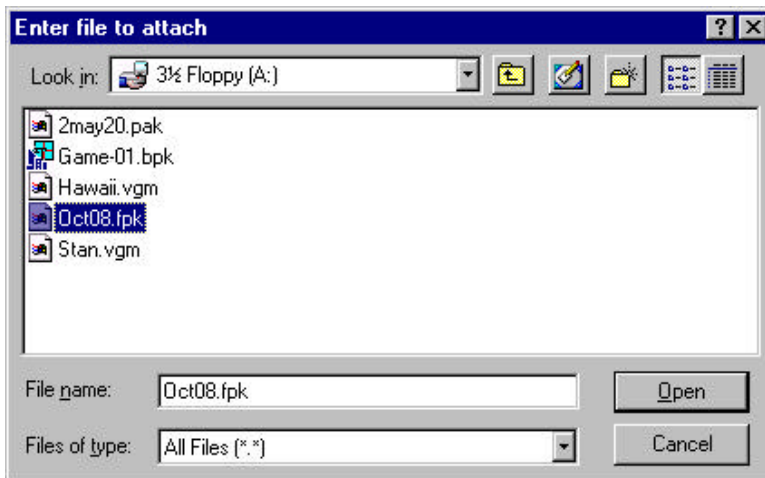
Next, start your email software, and include the game file as an attachment:

1. Select the "attach file" function
2. Locate the save directory (from above)
3. Attach the *gameid*.FPK file
4. If needed, set the email attachment options in your email software to send attachments "as is" or "binary" -- consult your email software vendor for questions
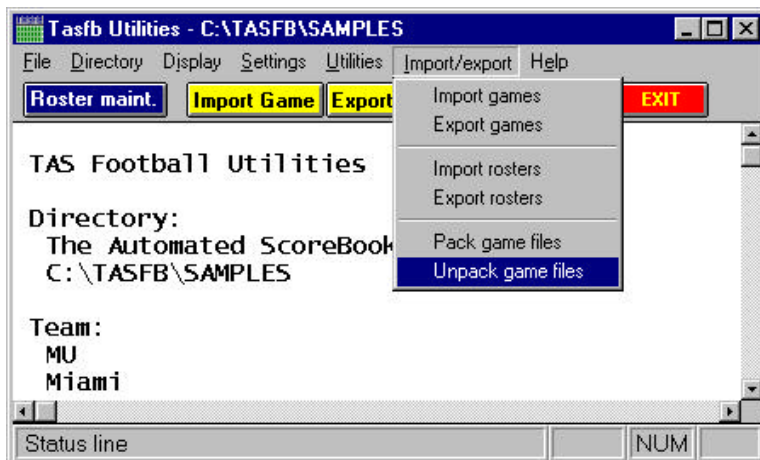
To import a "packed" game file that is sent to you, unpack the game file and then import it:

1. Save the *gameid*.FPK attachment to a working directory (such as **a:** or **c:\temp**)
2. Run the WINDOWS UTILITIES program
3. Select Import/Export | Unpack game files
4. Choose the working directory (above)
5. Select the *gameid* from the Games List
6. The game files are "unpacked"
7. Select Import/Export | Import game to import

RGB Color Reference

The red, green, blue (RGB) colors can be used to specify colors in your HTML source and can be used in the colors settings in the Web tailoring|Advanced settings dialog. The string literals in this table are recognized by some browsers (such as recent versions of Netscape and Internet Explorer) - some browsers do not support string names for colors. It is safer (although less convenient) to use the RGB color values instead. The following red, green, and blue values are in hexadecimal.

Color name	Red	Green	Blue	Color name	Red	Greeen	Blue
aliceblue	F0	F8	FF	lightsalmon	FF	A0	7A
antiquewhite	FA	EB	D7	lightseagreen	20	B2	AA
aqua	0	FF	FF	lightskyblue	87	CE	FA
aquamarine	7F	FF	D4	lightslategray	77	88	99
azure	F0	FF	FF	lightsteelblue	B0	C4	DE
beige	F5	F5	DC	lightyellow	FF	FF	E0
bisque	FF	E4	C4	lime	0	FF	0
black	0	0	0	limegreen	32	CD	32
blanchedalmond	FF	EB	CD	linen	FA	F0	E6
blue	0	0	FF	magenta	FF	0	FF
blueviolet	8A	2B	E2	maroon	80	0	0
brown	A5	2A	2A	mediumaquamarine ...	66	CD	AA
burlywood	DE	B8	87	mediumblue	0	0	CD
cadetblue	5F	9E	A0	mediumorchid	BA	55	D3
chartreuse	7F	FF	0	mediumpurple	93	70	DB
chocolate	D2	69	1E	mediumseagreen	3C	B3	71
coral	FF	7F	50	mediumslateblue	7B	68	EE
cornflowerblue	64	95	ED	mediumspringgreen ...	0	FA	9A
cornsilk	FF	F8	DC	mediumturquoise	48	D1	CC
crimson	DC	14	3C	mediumvioletred	C7	15	85
cyan	0	FF	FF	midnightblue	19	19	70
darkblue	0	0	8B	mintcream	F5	FF	FA
darkcyan	0	8B	8B	mistyrose	FF	E4	E1
darkgoldenrod	B8	86	0B	moccasin	FF	E4	B5
darkgray	A9	A9	A9	navajowhite	FF	DE	AD
darkgreen	0	64	0	navy	0	0	80
darkkhaki	BD	B7	6B	oldlace	FD	F5	E6
darkmagenta	8B	0	8B	olive	80	80	0
darkolivegreen	55	6B	2F	olivedrab	6B	8E	23
darkorange	FF	8C	0	orange	FF	A5	0
darkorchid	99	32	CC	orangered	FF	45	0

darkred	8B	0	0	orchid	DA	70	D6
darksalmon	E9	96	7A	palegoldenrod	EE	E8	AA
darkseagreen	8F	BC	8F	palegreen	98	FB	98
darkslateblue		3D	8B	paleturquoise	AF	EE	EE
darkslategray	2F	4F	4F	palevioletred	DB	70	93
darkturquoise	0	CE	D1	papayawhip	FF	EF	D5
darkviolet	94	0	D3	peachpuff	FF	DA	B9
deeppink	FF	14	93	peru	CD	85	3F
deepskyblue	0	BF	FF	pink	FF	C0	CB
dimgray	69	69	69	plum	DD	A0	DD
dodgerblue	1E	90	FF	powderblue	B0	E0	E6
firebrick	B2	22	22	purple	80	0	80
floralwhite	FF	FA	F0	red	FF	0	0
forestgreen	22	8B	22	rosybrown	BC	8F	8F
fuchsia	FF	0	FF	royalblue	41	69	E1
gainsboro	DC	DC	DC	saddlebrown	8B	45	13
ghostwhite	F8	F8	FF	salmon	FA	80	72
gold	FF	D7	0	sandybrown	F4	A4	60
goldenrod	DA	A5	20	seagreen	2E	8B	57
gray	80	80	80	seashell	FF	F5	EE
green	0	80	0	sienna	A0	52	2D
greenyellow	AD	FF	2F	silver	C0	C0	C0
honeydew	F0	FF	F0	skyblue	87	CE	EB
hotpink	FF	69	B4	slateblue	6A	5A	CD
indianred	CD	5C	5C	slategray	70	80	90
indigo	4B	0	82	snow	FF	FA	FA
ivory	FF	FF	F0	springgreen	0	FF	7F
khaki	F0	E6	8C	steelblue	46	82	B4
lavender	E6	E6	FA	tan	D2	B4	8C
lavenderblush	FF	F0	F5	teal	0	80	80
lawngreen	7C	FC	0	thistle	D8	BF	D8
lemonchiffon	FF	FA	CD	tomato	FF	63	47
lightblue	AD	D8	E6	turquoise	40	E0	D0
lightcoral	F0	80	80	violet	EE	82	EE
lightcyan	E0	FF	FF	wheat	F5	DE	B3
lightgoldenrodyellow .	FA	FA	D2	white	FF	FF	FF
lightgreen	90	EE	90	whitesmoke	F5	F5	F5
lightgrey	D3	D3	D3	yellow	FF	FF	0
lightpink	FF	B6	C1	yellowgreen	9A	CD	32

Source: http://www.geocities.com/SiliconVally/Park/3091/colors.htm

RGB Color Reference

The Automated ScoreBook For Football - Play Input Sheet

Game: ____

Qtr	Clock	Down - To Go	Ball Spot	Play Type	Rusher, Passer, Kicker	Receiver	Result	Defense	Special situations (penalties, fumbles, comments, etc.)

The Automated ScoreBook For Football - Play Input Sheet

Game: _____   Page: ____ of ____

Qtr	Clock	Down - To Go	Ball Spot	Play Type	Rusher, Passer, Kicker	Receiver	Result	Defense	O/B	Special situations (for penalties circle or mark actions that apply)
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: · Return by ##: · At: / Penalty: · Against: · ##: · Accept/Decline / Auto-1st-down · Loss-of-down · No-play/Count-play
										Fumb rcvr by: · At: / Penalty: · Against: · ##: / Auto-1st-down · Loss-of-down

TAS For Football
Key game management steps
July 2006

Initial first-time setup:
- Install the software onto your hard disk
- Setup in-game and report options
- Select your printer type and create a games directory

Pre-game setup:
- Create the team rosters using Utilities|Roster maintenance
- Start the In-game scoring program from the TAS FB Menu
- Verify options, printer, games directory, and rules are correct
- Use Game setup to select teams and enter general game info

At the start of the game:
- Select Main|Scoresheet|Input to display the Play Input window
- Press "C" to enter a comment about the coin toss
- Press "G", then "N" to spot the ball for the kicking team
- Press "K", the "O" to enter the kickoff play
- Press the appropriate keys to continue scoring the game

While scoring the game:
- Use the left (←) or right (→) arrow keys to access the Play Editor
- Press Alt+R or Alt+# to view or print reports

At the end of the 1st quarter:
- Select Game control|Set quarter to indicate start of 2nd quarter
- Print 1st quarter game reports as desired

At the end of the 2nd quarter:
- Select Game control|End half to indicate end of 1st half
- Print halftime game reports as desired

At the start of the 3rd quarter:
- Select Game control|New half to setup for the 3rd quarter (reset clock, spot ball for kicking team)
- Enter the kickoff for 2nd half and resume scoring

At the end of the 3rd quarter:
- Select Game control|Set quarter to indicate start of 4th quarter
- Print 3rd quarter game reports as desired

At the end of the game:
- Select Game control|End half to indicate end of 2nd half
- Select Game wrapup, enter team records, game times
- Print final reports and save game to disk

TAS For Football
Penalty codes (default)

```
12 - 12 men on the field
BB - illegal batting
BL - illegal block
CL - clipping
DG - delay of game
EN - Encroachment
EQ - failure to wear required equipment
FC - illegal fair catch signal
FM - face mask
FO - illegal formation
FP - illegal forward pass
FS - false start
HC - illegal helmet contact
HO - holding
HR - helping runner
ID - ineligible downfield on pass
IG - intentional grounding
KI - kick catching interference
KK - illegal kicking
MO - illegal motion
NF - noncontact foul
OD - offside defense
OS - off-side
PA - illegal participation
PD - player disqualification
PF - personal foul
PI - pass interference
PR - illegal procedure
RH - roughing holder
RK - roughing kicker
RP - roughing passer
SH - illegal shift
SI - sideline interference
SU - substitution infraction
TO - illegal touching
TR - tripping
UC - unsportsmanlike conduct
UH - illegal use of hands
```

Overtime handling:
- Select Game control | End half to end the 4th quarter
- Select Game control | Quarter to start the OT prd
- Enter "5" for Qtr and "15:00" for clock time (12:00 for high school)
- Select Game control | Possession change to start each new drive
- Always use clock time of 15:00 for no time of possession
- Do not close out the end of the OT period - leave clock at 15:00

Penalty handling reminders

Press "E" from Play Input initial list to display:

```
Pen:FS Team:V Res:D

[Pen: Enter 2-char code or blank for list ]
[Team: Enter team penalty is against      ]
[Res: Enter A=accepted D=declined O=offset]
```

If penalty is accepted:

```
Pen:FS Team:V Res:A ##:45 Spot:V35 Down:N
[Down: N)ormal 1)Auto 1st, +)Loss of down]

[##: Uni of player charged with penalty or TM]
[Spot: Yardline where ball is spotted        ]
[+: Loss of down (intentional grounding....) ]
[1: Automatic 1st down (defense holding....) ]
```

When penalty occurs during a play:

```
Rush:44 ?:T At:V45
Pen:HO Team:V Res:A ##:45 Spot:V35 Dwn:N
Stats count on this play?:Y

Stats count.?:  Enter "Y" if play counts
                Enter "N" if play nullified
```

Offsetting penalties:

Press "E" twice to enter each penalty separately, and use a result code of "O" for each for each penalty.

Deadball fouls:

Enter deadball fouls/penalties as a separate play from the play from scrimmage.

If a penalty is to be enforced on the ensuing kickoff, wait until the kickoff to enter the penalty play.

Play Input Codes

Initial input codes

```
R - Rush      K - Kick         C - Comment
P - Pass      G - Game control
E - Penalty   D - Defense      F - Formation
U - Punt      O - Other        A - PAT try
```

Kick play input codes (press "K")

```
O - Kickoff/Free kick
P - Punt
F - Field goal
A - Point after
```

Game control input codes (press "G")

```
S - Spot ball     Q - Set quarter
C - Set clock     H - End of half
D - Set down      N - New half
T - Timeout       U - Uniform change
```

Defense input codes (press "D")

```
T - Tackle        X - Safety
S - Sack          Q - QB hurry
B - Pass breakup
O - Out of bounds
```

Other input codes (press "O")

```
R - Return        N - No play
F - Fumble        M - Misc fumble
H - Fair catch    D - Downed   T - TouchBk
C - Continue or lateral E - Deadball foul
```

Quick keys

```
Alt+V   Edit vis roster
Alt+H   Edit home roster
Alt+R   Reports menu
Alt+S   Save game file
Alt+G   Game info window
Alt+#   Display report #
Alt+O   In-game options
Alt+G   Game info
```

Editing key codes

```
↑       Last 15 plays
↓       Drive list (bottom)
←       Drive list (top)
→       Edit a quarter
Alt+E   Edit last play
Alt+D   Delete last play
F10     Clear input lines
"-"     Clear last line
"."     Current tokens
```