

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.

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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 display 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 information 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 inputter 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 consider:

- 2-person crew - Inputter is **familiar** with the software and just keys data into the software. 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 statistics 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 control | 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 without 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 displayed 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 number 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** ? : F 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 number 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 optionally 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 fumbles. 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 credited 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) result code. Indicate the ball is recovered by the receiving team. For example, with Madison kicking from their own 35, the caller may say "Punt by 17 to the Madison 25, recovered 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 result 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 attempt.

*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 second 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) result code. Indicate the ball is recovered by the receiving team. For example, with Madison kicking from their own 35, the caller may say "Punt by 17 to the Madison 35, recovered 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 indicate 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 recovers 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 occurring during the play (rushing, passing, punting, etc.) count. **Note:** *The software treats a penalty as occurring during 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 "Kick-off 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 and 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 attempt 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 force 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 example, 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 command 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 force 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; there 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 information. Enter the team recovering the ball, yardline where the ball was recovered, uniform 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 continuation 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. However, you can press "N" from the Other command list to manually indicate whether to accept 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 comment 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 displayed 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 displayed 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:

<i>Press this key:</i>	<i>To do this:</i>
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 uniform 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 commands 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 replacing 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 showing 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 "Manual 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:

<i>Description:</i>	<i>Keyword format</i>
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.