6. Basics Concepts - Entering Plays

This guide will step you through the basics of scoring plays in StatInput Football.

All fields with bolded type are required to advance to the next step/complete a play. Any fields that are not bolded should be considered optional.

Input can be done by mouse, touch, keyboard or any combination of those methods.

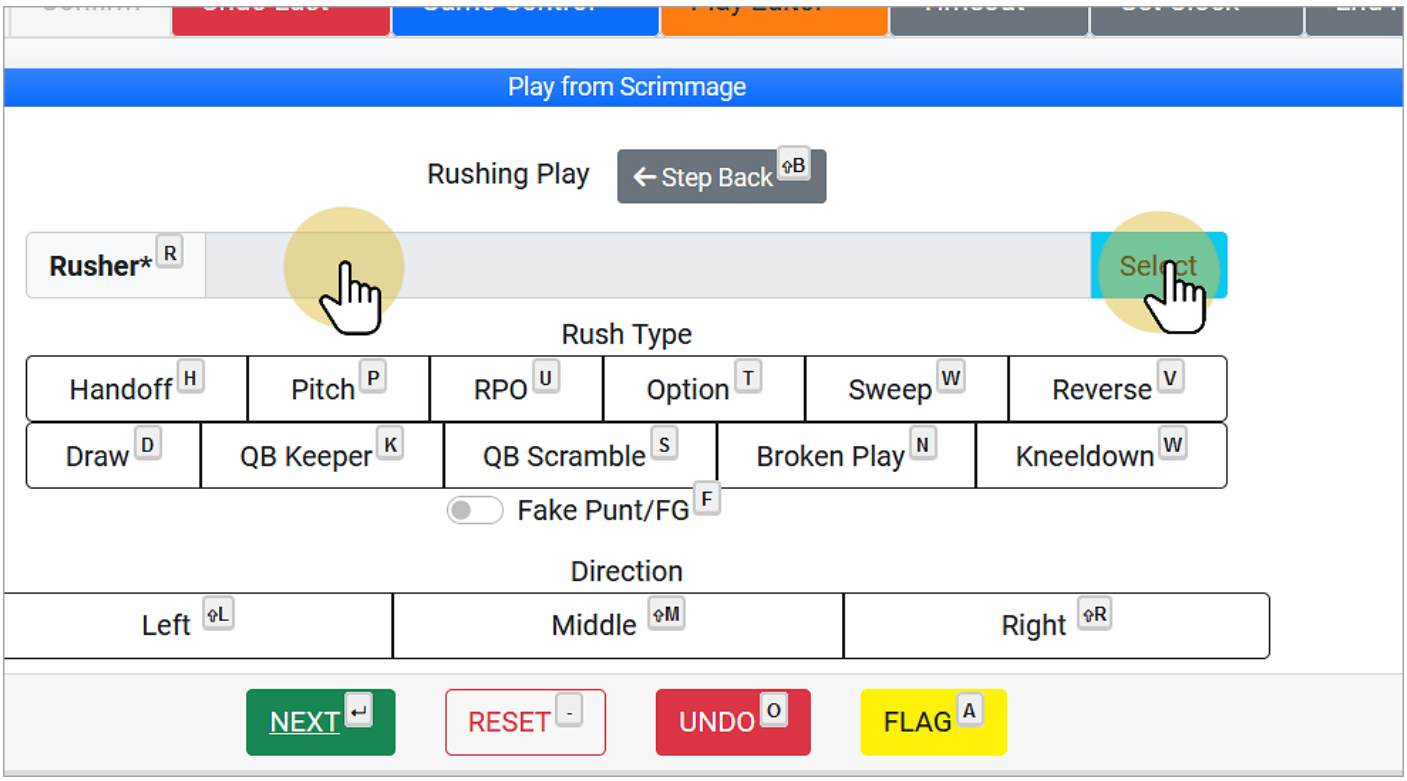
Fields that show a gray box with a letter or symbol inside can be selected by pressing the corresponding key on the keyboard; combinations of keys shown with the ↑ symbol need to be paired with the SHIFT key.

The Number pad window (which is displayed for player selection, yardlines and clock adjustments) can also be controlled using the number keys on the keyboard.

Entering a Player

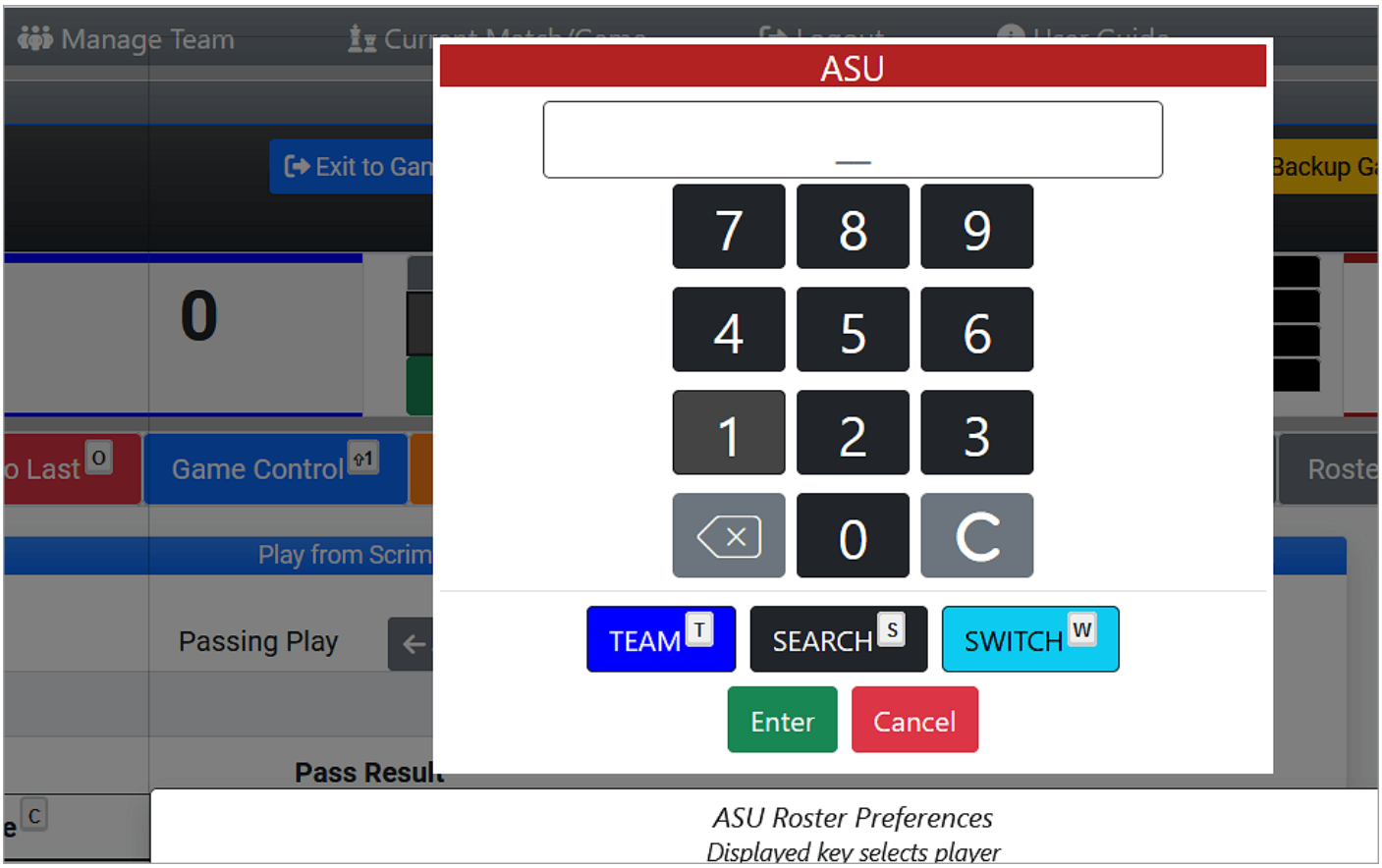
Throughout the input screens, you will need to specify players that record stats.

To enter a player who recorded a stat, click into the corresponding text box or button to bring up the Uniform Number entry window.



The Player Select window shows the current team at the top.

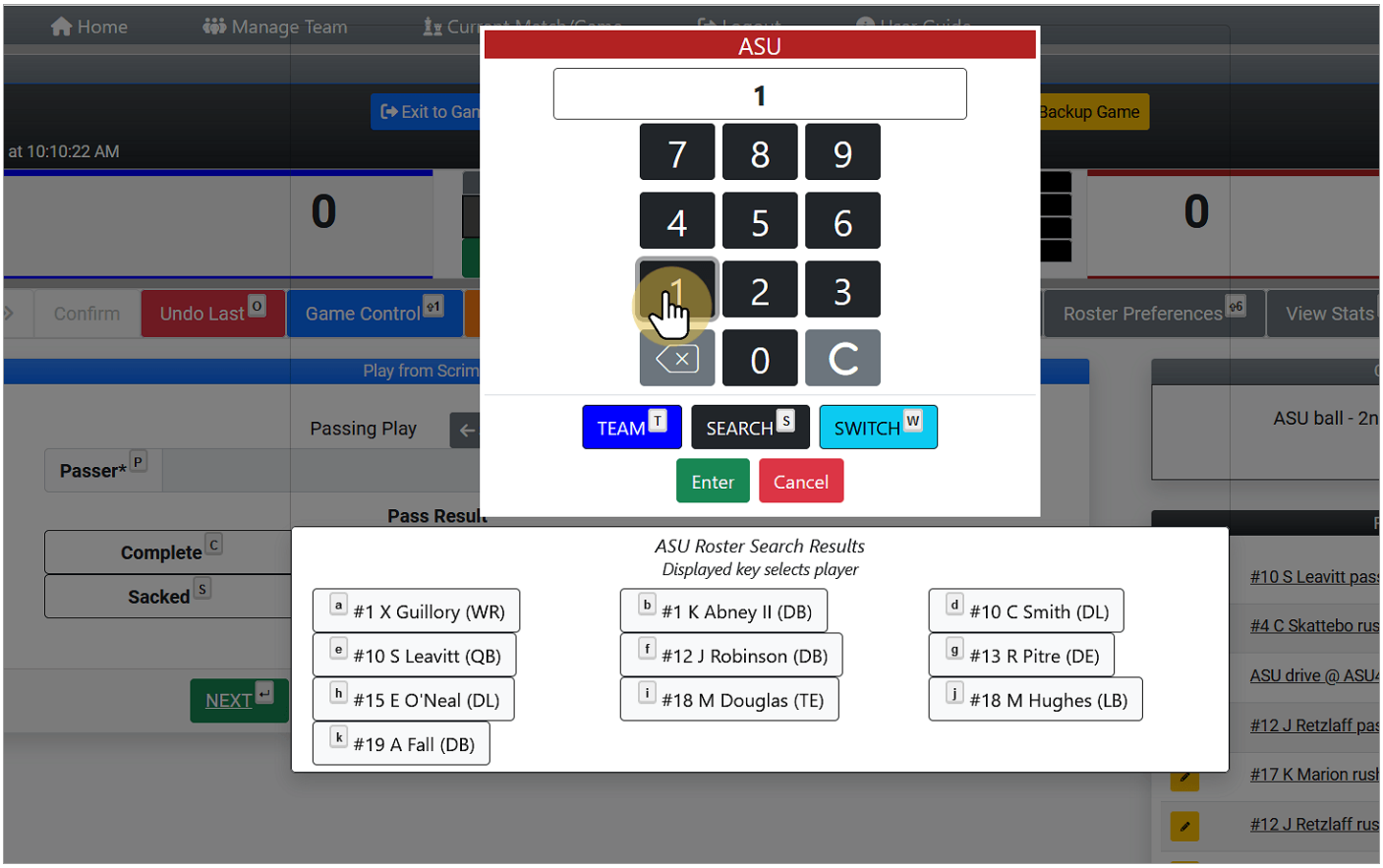
Click or type a player's uniform number.



ASU Roster Preferences
Displayed key selects player

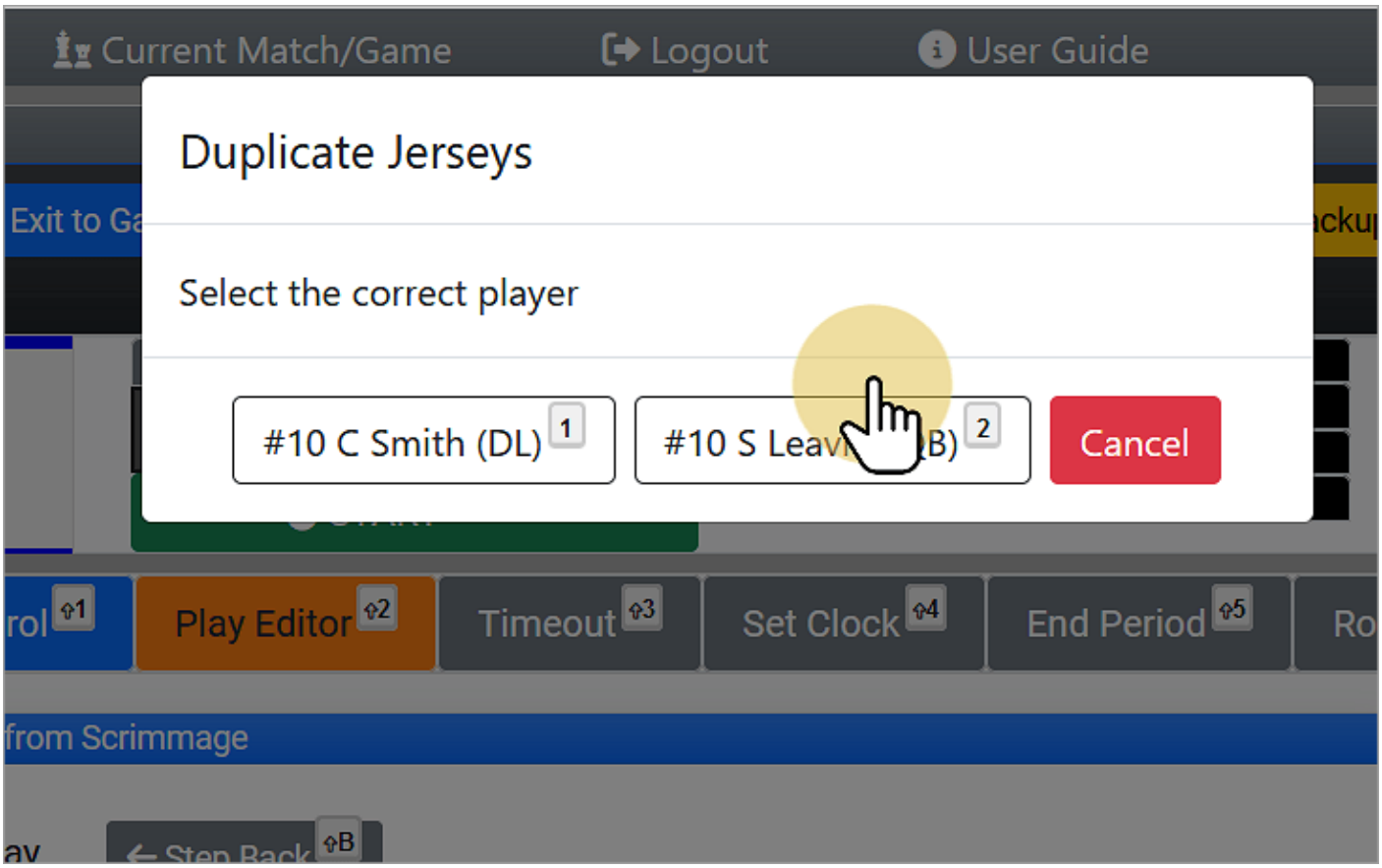
As you type, potential uniform matches are shown below the keypad. You can either continue to type the full uniform number or select one of the players from the search results.

Once a single match is found on a one- or two-digit uniform number, the player will be automatically selected.



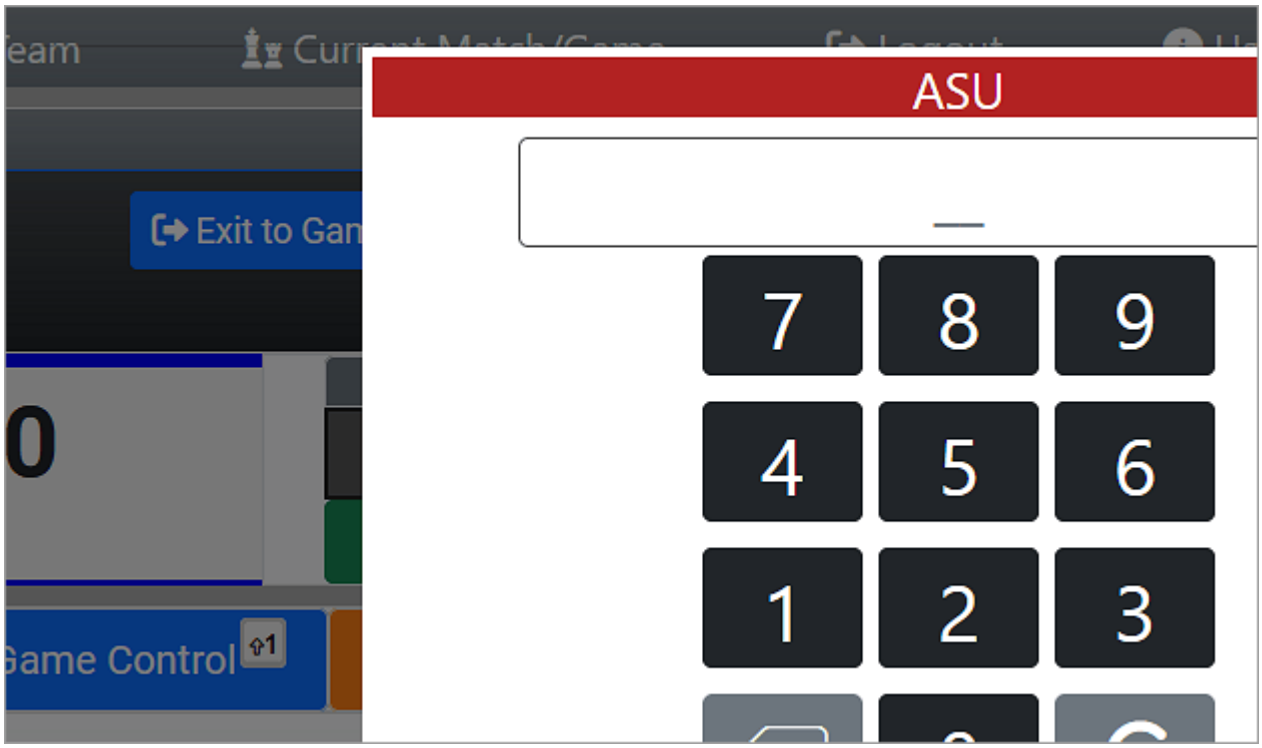
Duplicate Uniform Numbers

If you enter a number that has a Double Uniform number match (two players wearing the same number), you will be prompted to choose which of the players you intended to select.



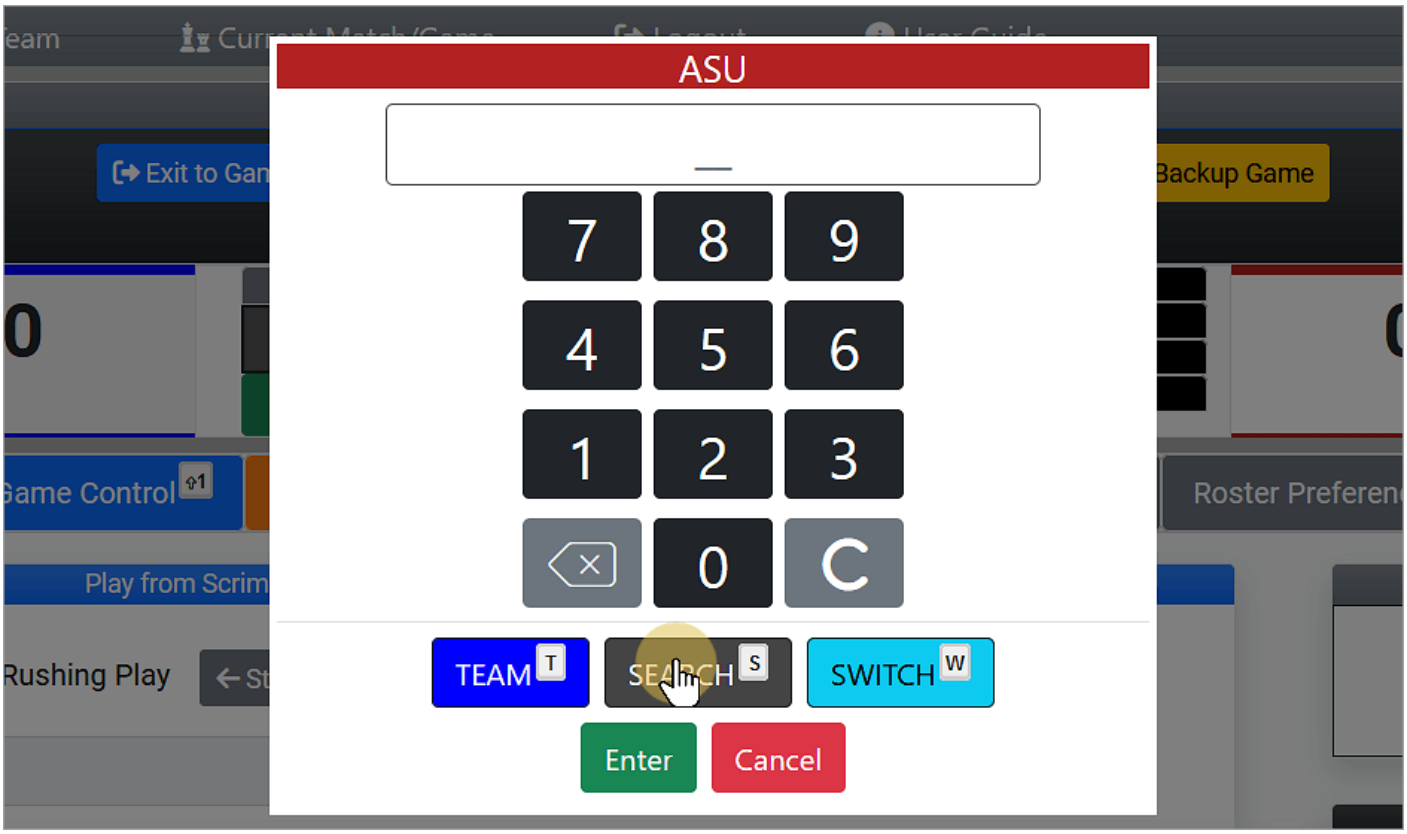
No Player/Unknown Player

If no single player is credited with a stat, or the player is unknown, use the Team button (or T key) to credit the stat to the team; this can be edited later once the player is determined.

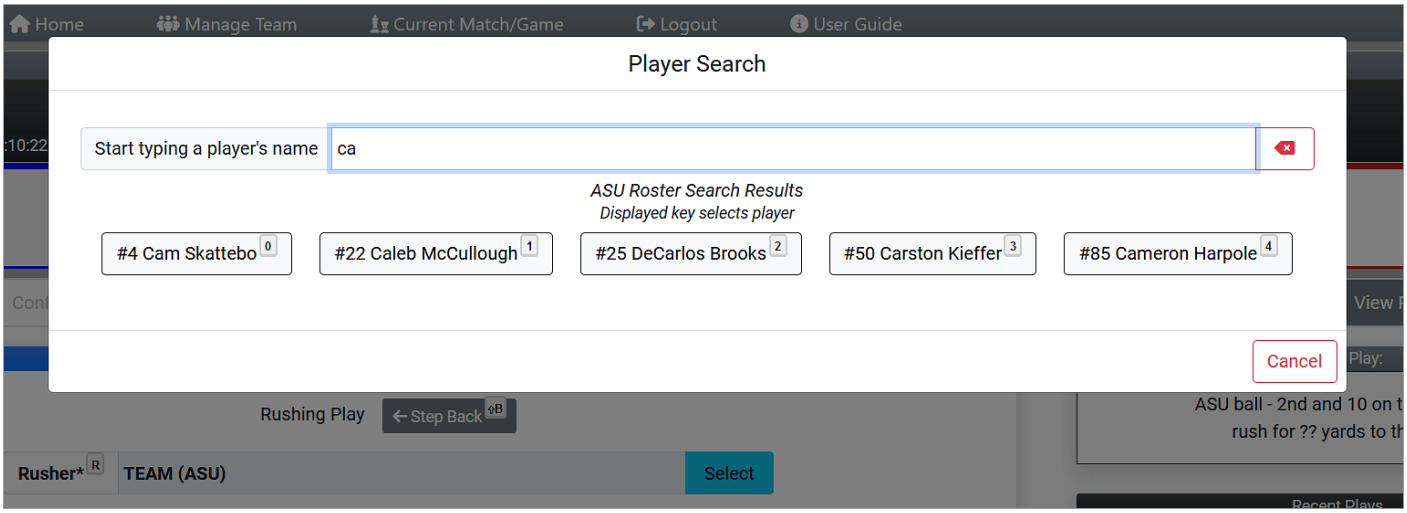


Search By Name

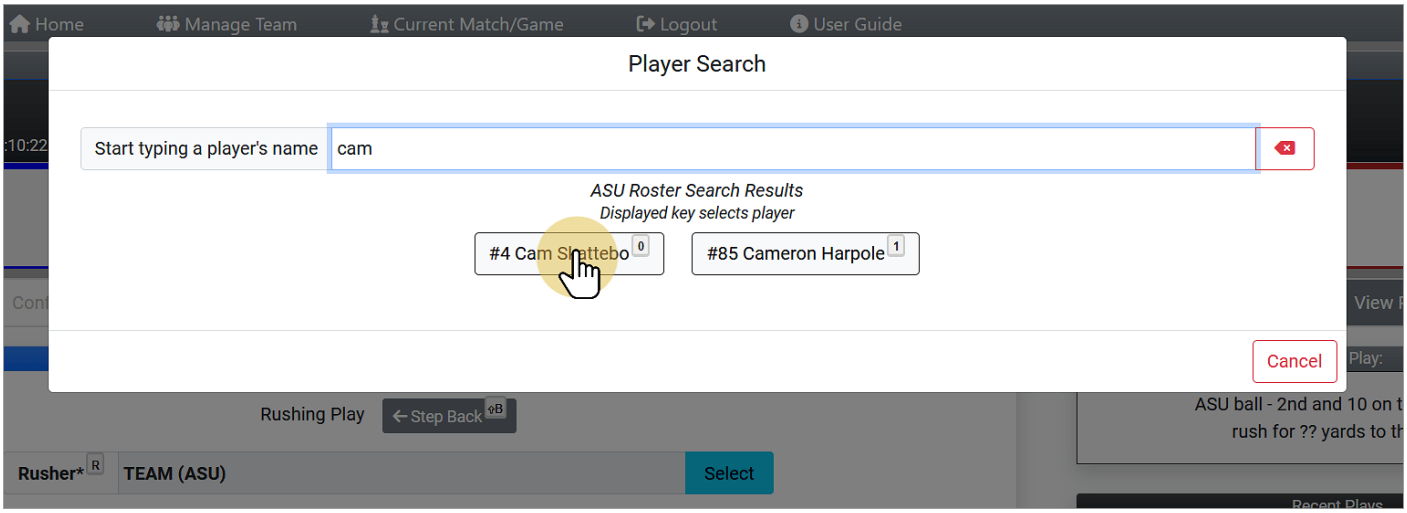
To find a player using their name rather than uniform number, select the Search button at the bottom of the keypad



Start typing a player's first or last name into the box. As you type two or more characters, potential matches will be found and displayed.



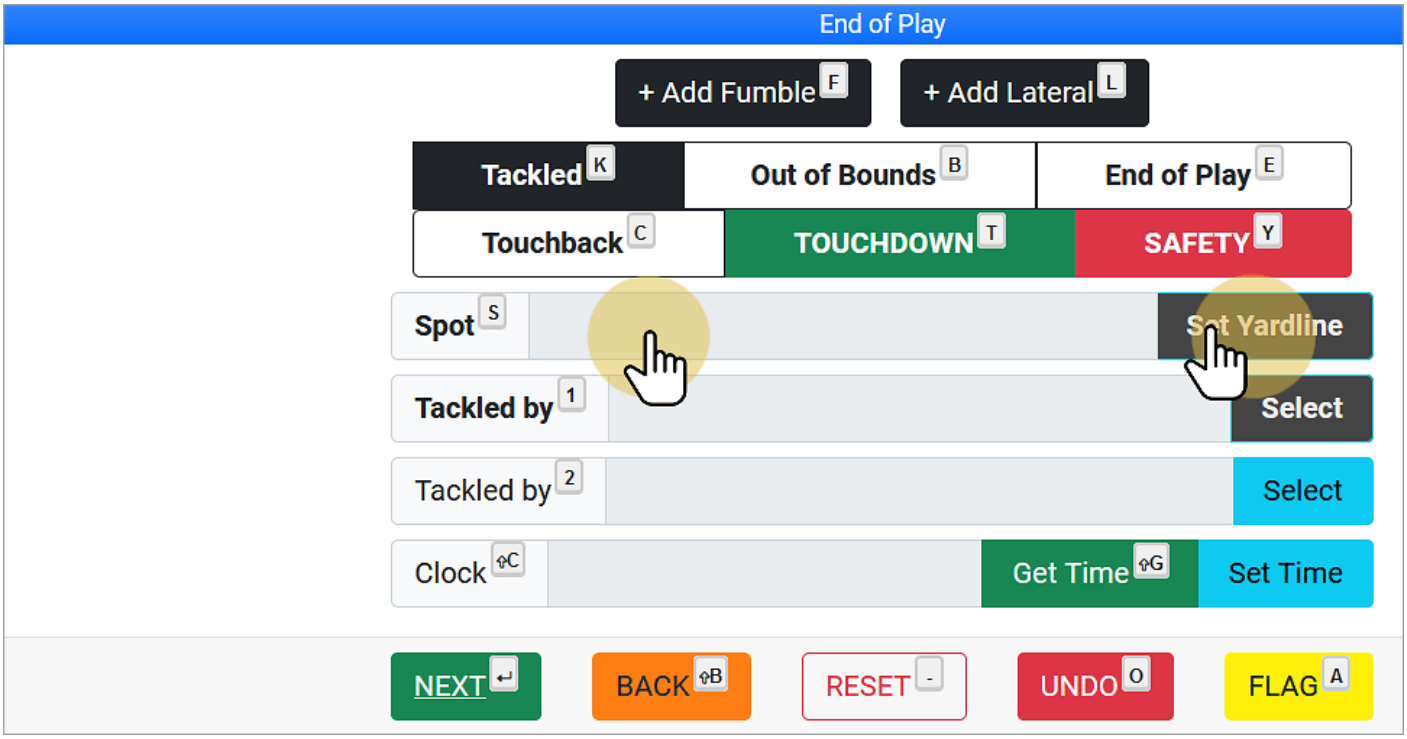
Once you have found your player match, click their name in the search results to select them.



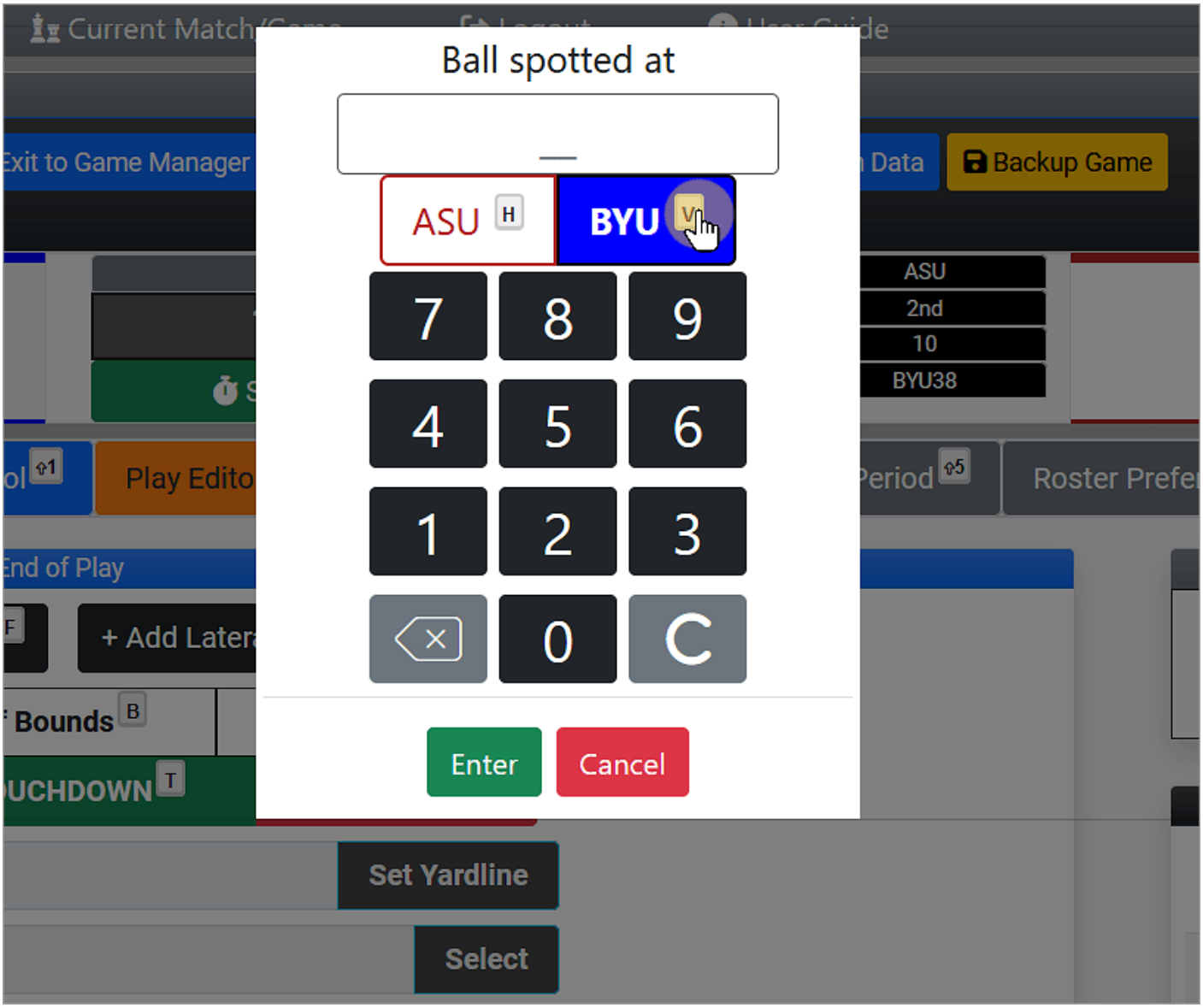
Entering a Yardline

You will also need to record yard lines where the ball is spotted or action takes place.

To enter a yardline, click on a corresponding textbox or button (usually labeled 'Spot').



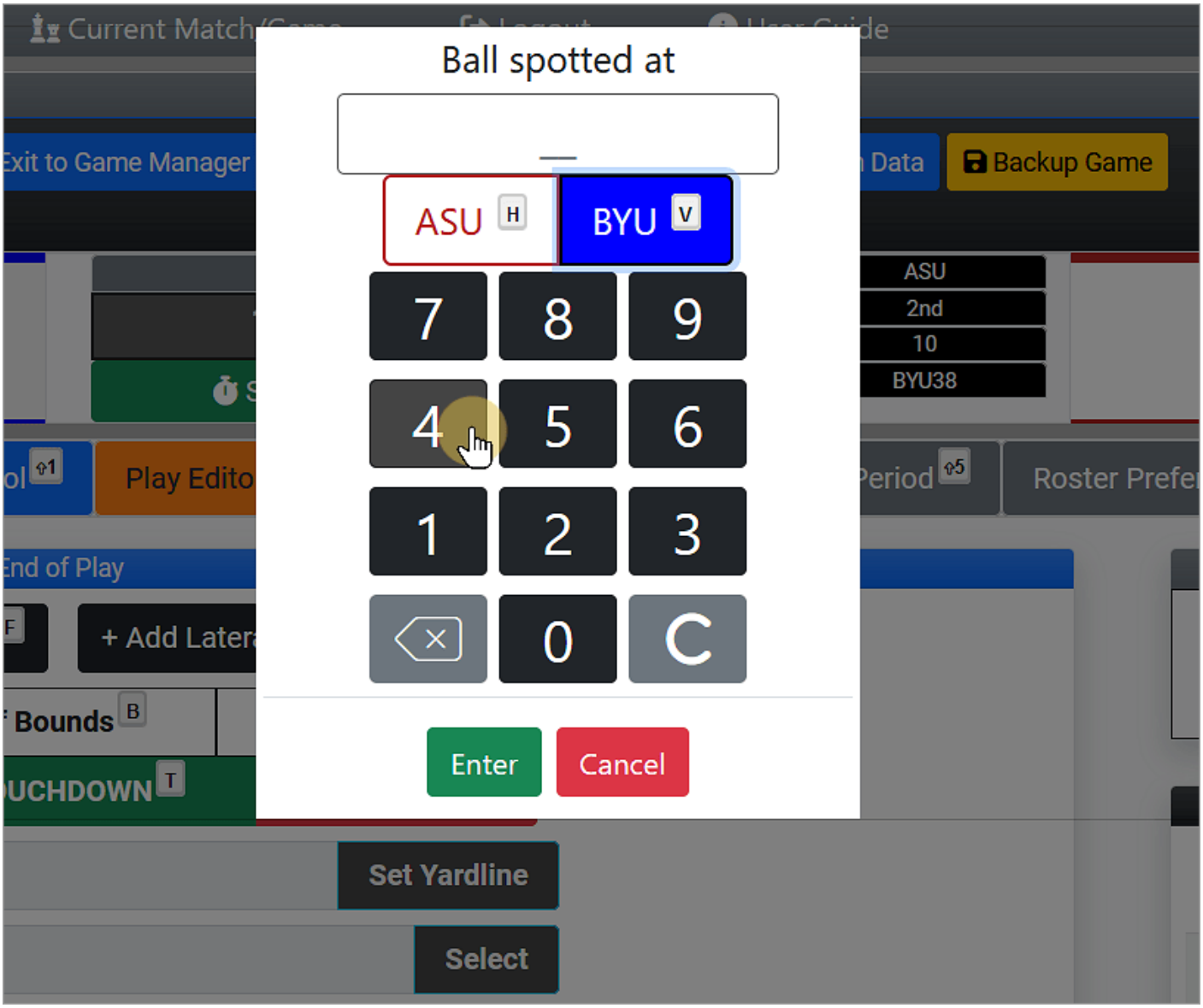
Select the side of the field the spot is on by selecting the team's yard line (you can also key it in with H for home or V for visitor).

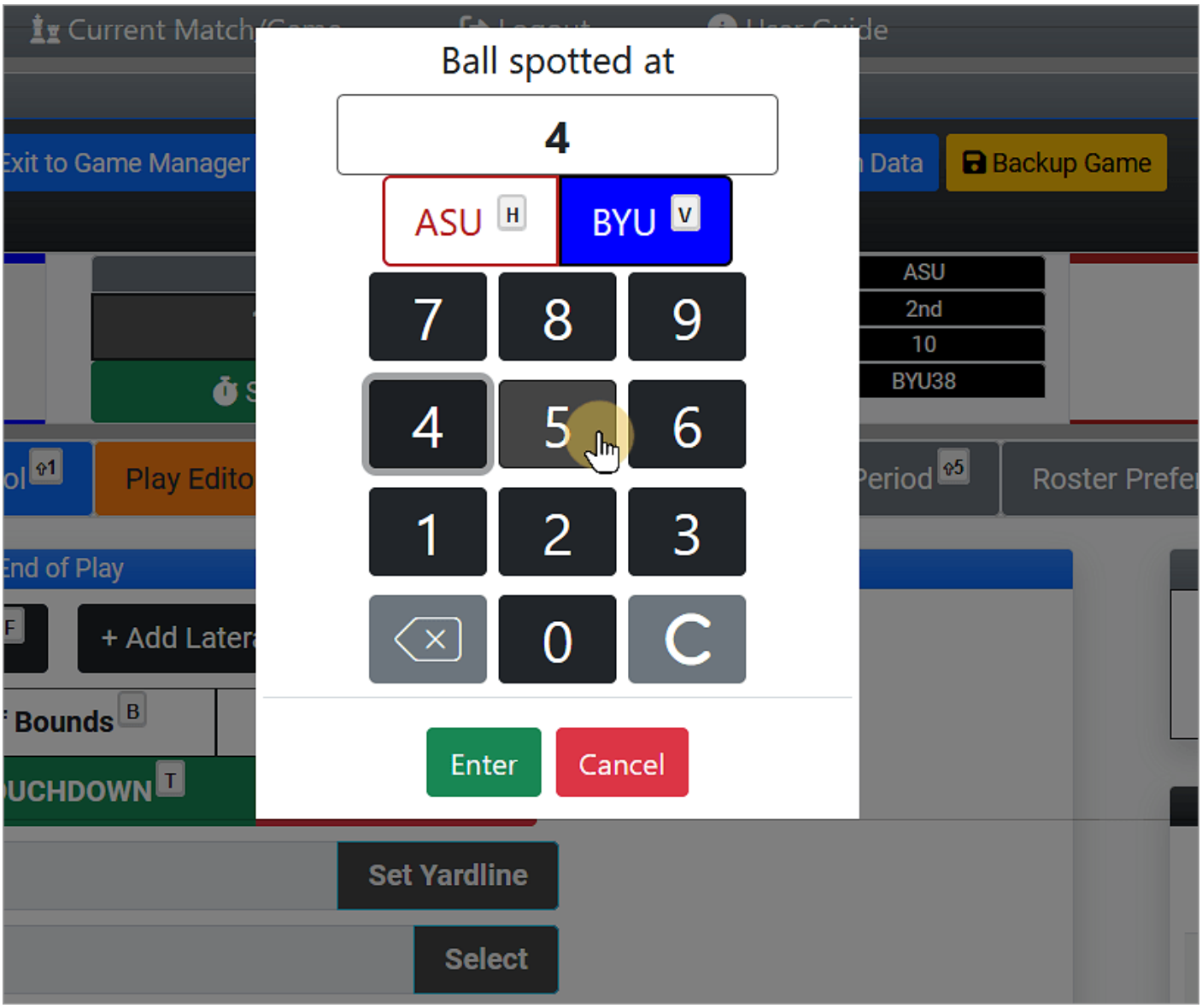


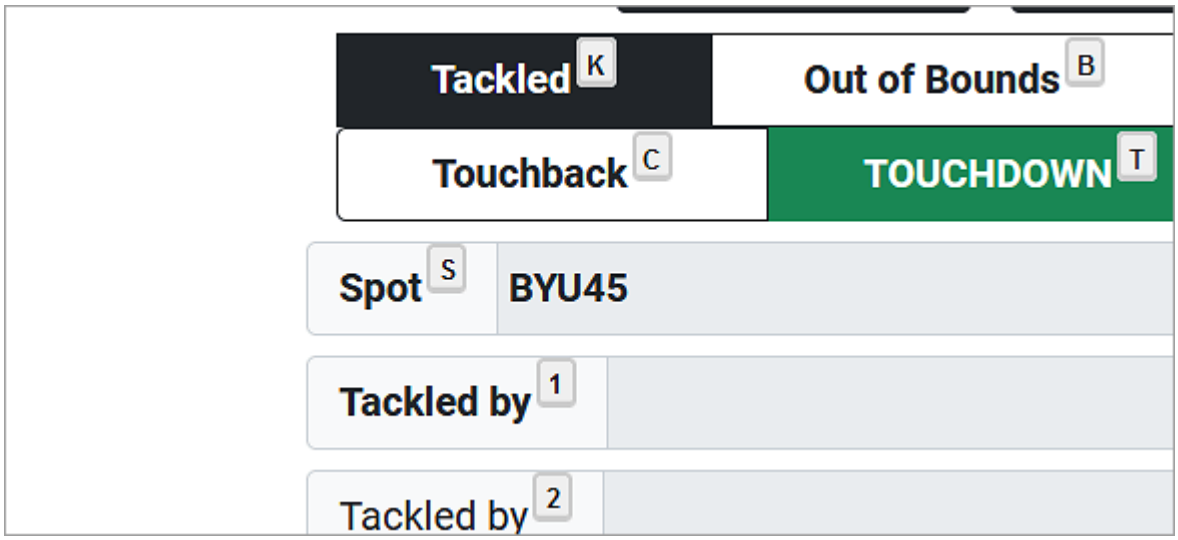
Enter or key in the yardline

Once a two-digit yardline has been keyed in, the numpad will automatically hide.

To enter a yardline less than 10, enter a leading zero or click enter after one digit.




Ball spotted at
4
ASU H
BYU V
7
8
9
4
5
6
1
2
3
0
C
Enter
Cancel
Exit to Game Manager
Backup Game
ASU
2nd
10
BYU38
Play Edito
Roster Prefe
End of Play
+ Add Later
Bounds B
UCHDOWN T
Set Yardline
Select

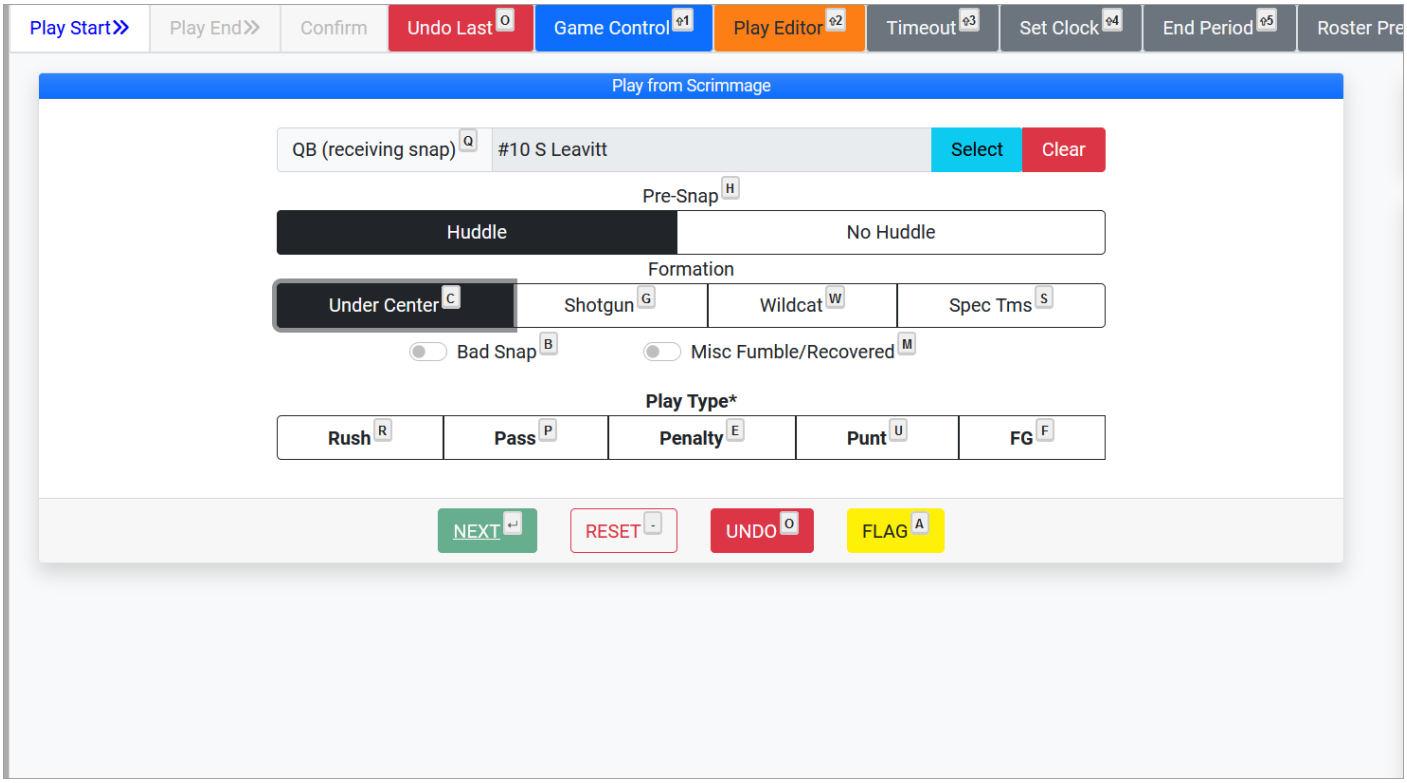

Tackled K
Out of Bounds B
Touchback C
TOUCHDOWN T
Spot S
BYU45
Tackled by 1
Tackled by 2

Basic Offensive Play from Scrimmage

This view is the basic Play from Scrimmage screen. It will display anytime the ball is spotted at the line of scrimmage for a play.

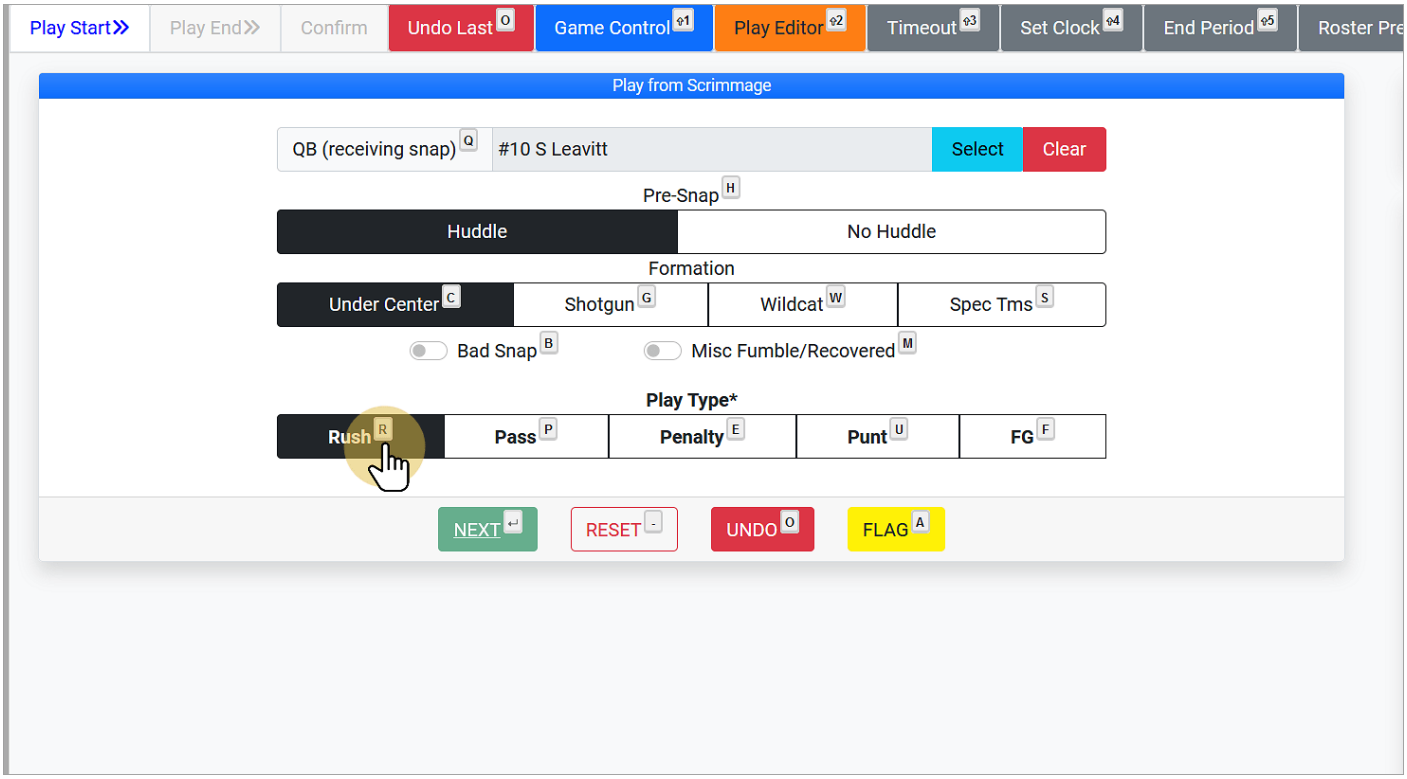
To advance to the next screen, select the Play Type at the bottom.

Any fields throughout the play entry screen that **are shown in bold are required.** Non-bolded fields are optional.

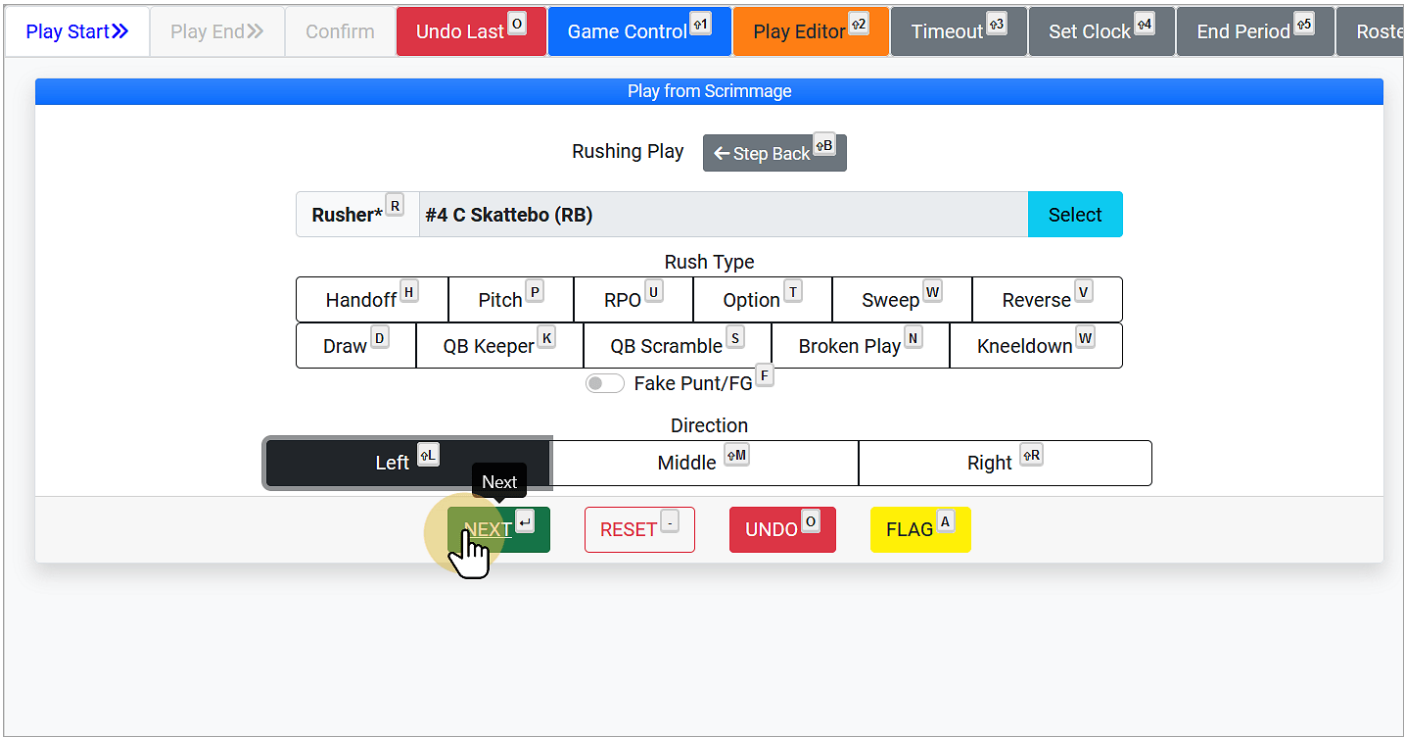


Basic Rushing Play

Select Rush as the play type.

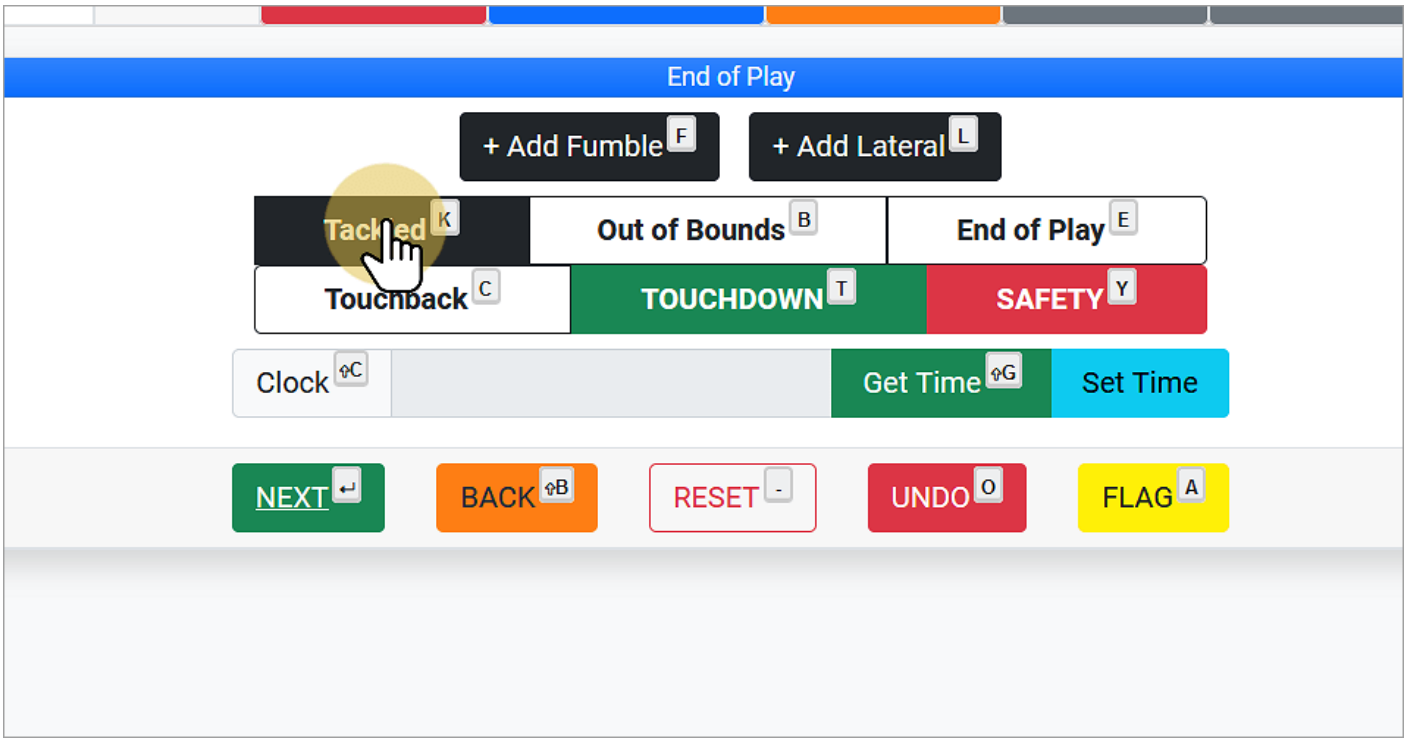


Select the ball carrier and any other optional fields. Then click Next.

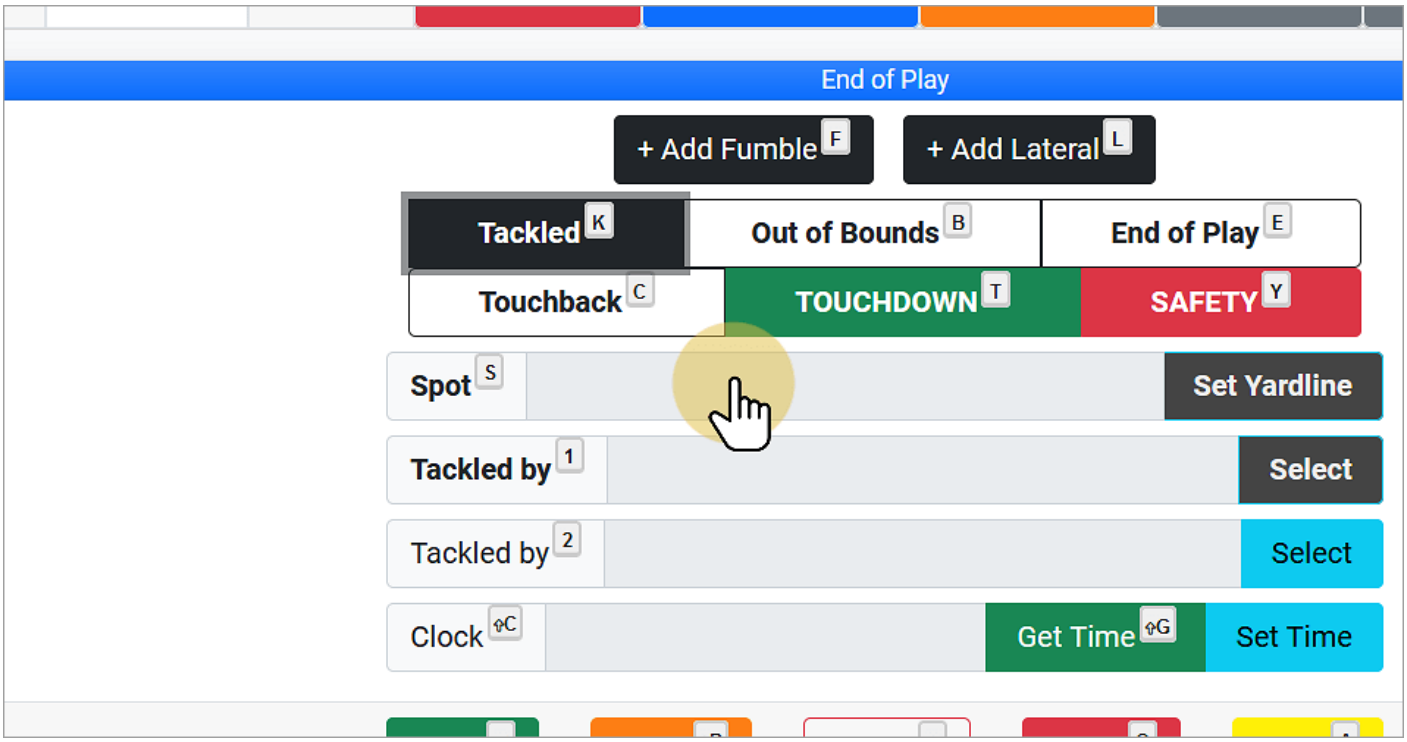


Ending a Play

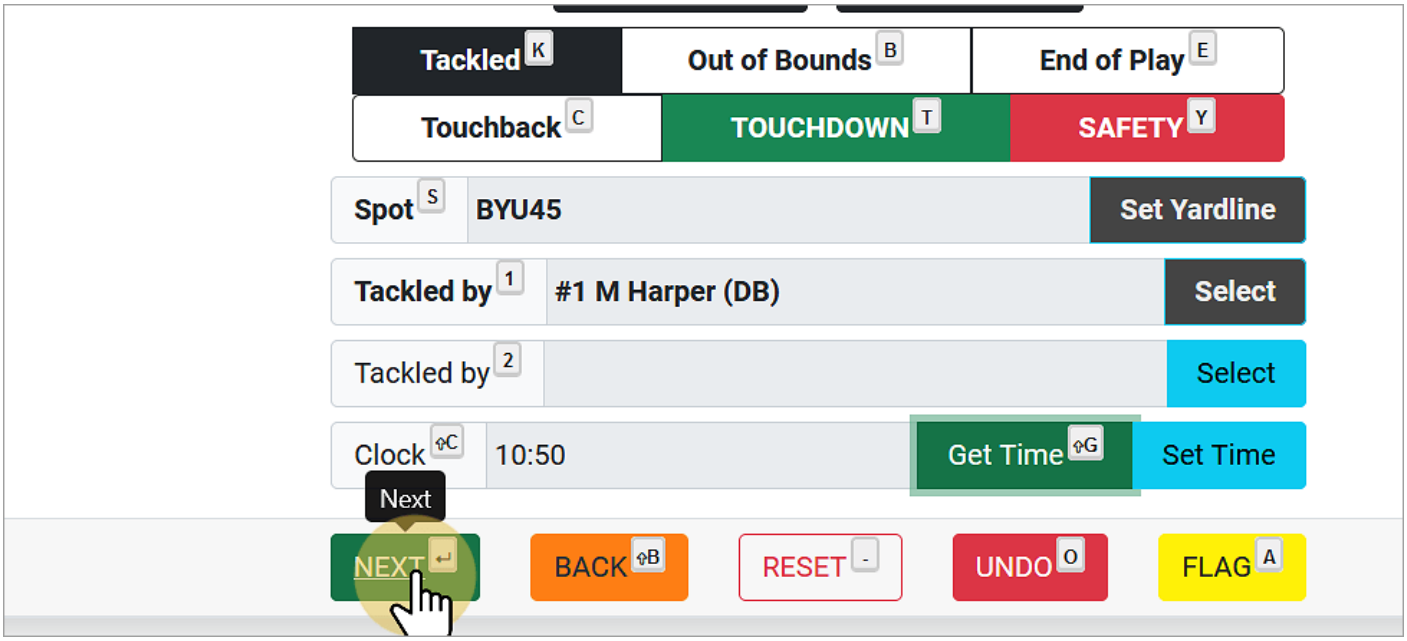
To finish entering a play, select the basic outcome of the play (tackle, out of bounds, etc.)



You will then be prompted to fill in any additional required fields based on the outcome, including the spot of the ball where the play ended.

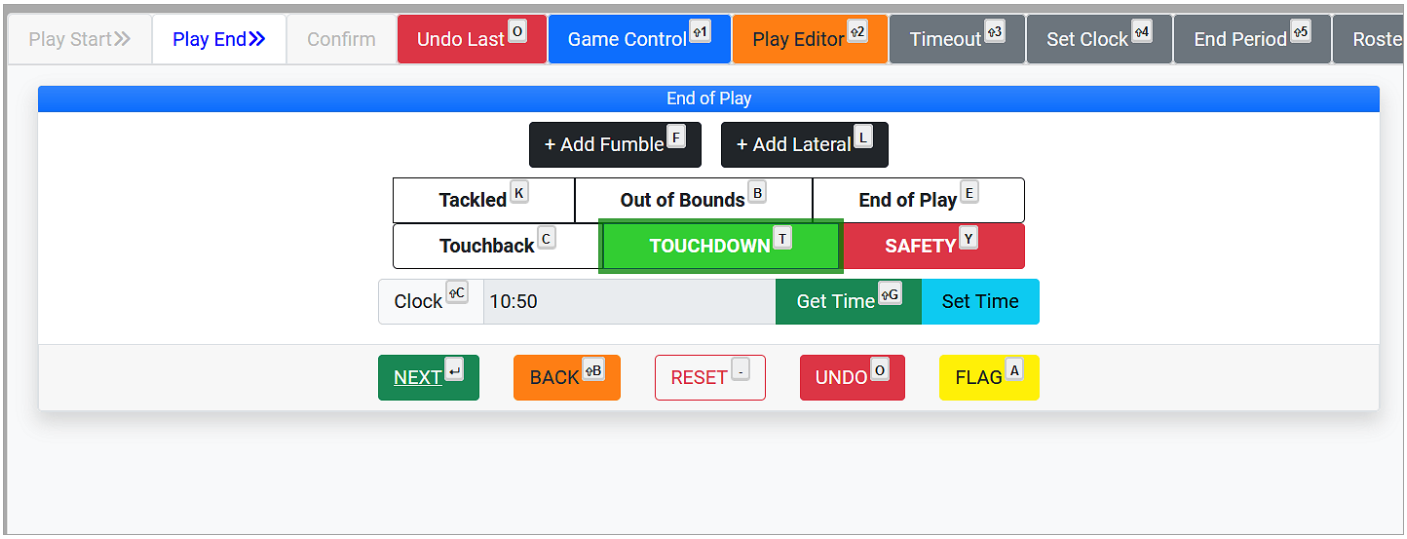


Once all fields have been filled in, click Next



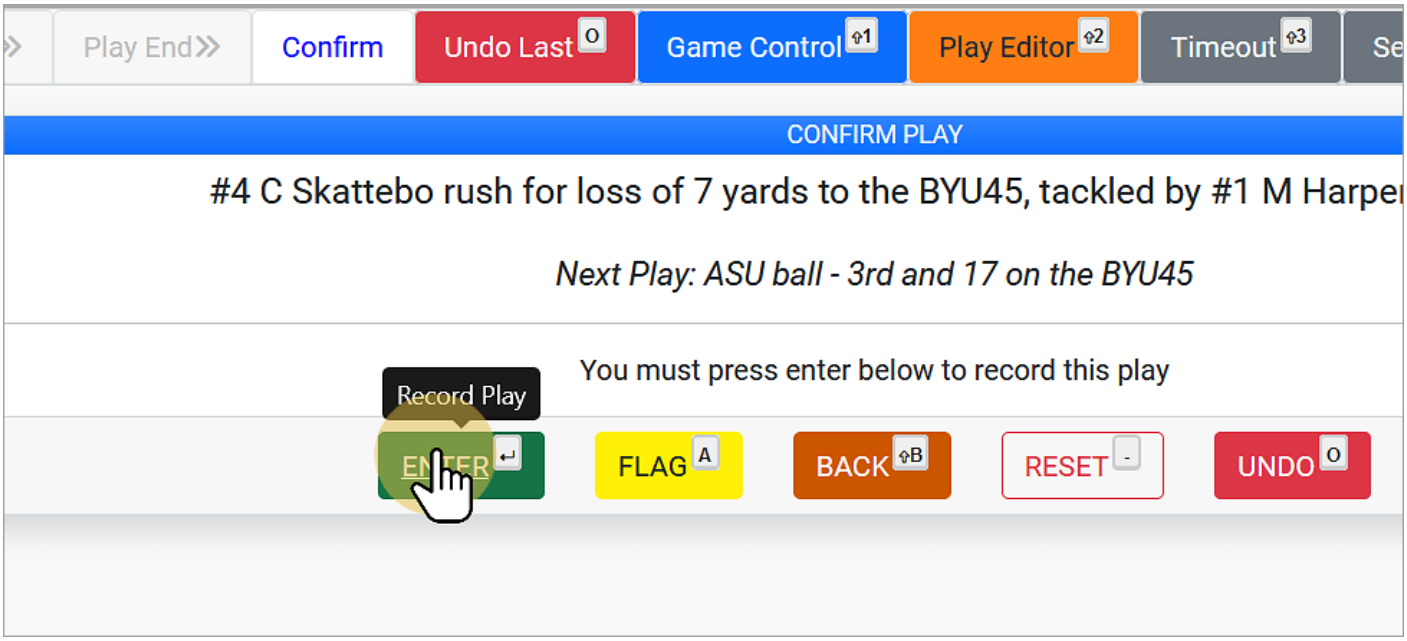
Note that the outcomes that depend on a specific spot (Touchdown, Safety, Touchback), you will not be prompted for the ball spot.

All scoring plays and changes of possession require a clock time set on the play.

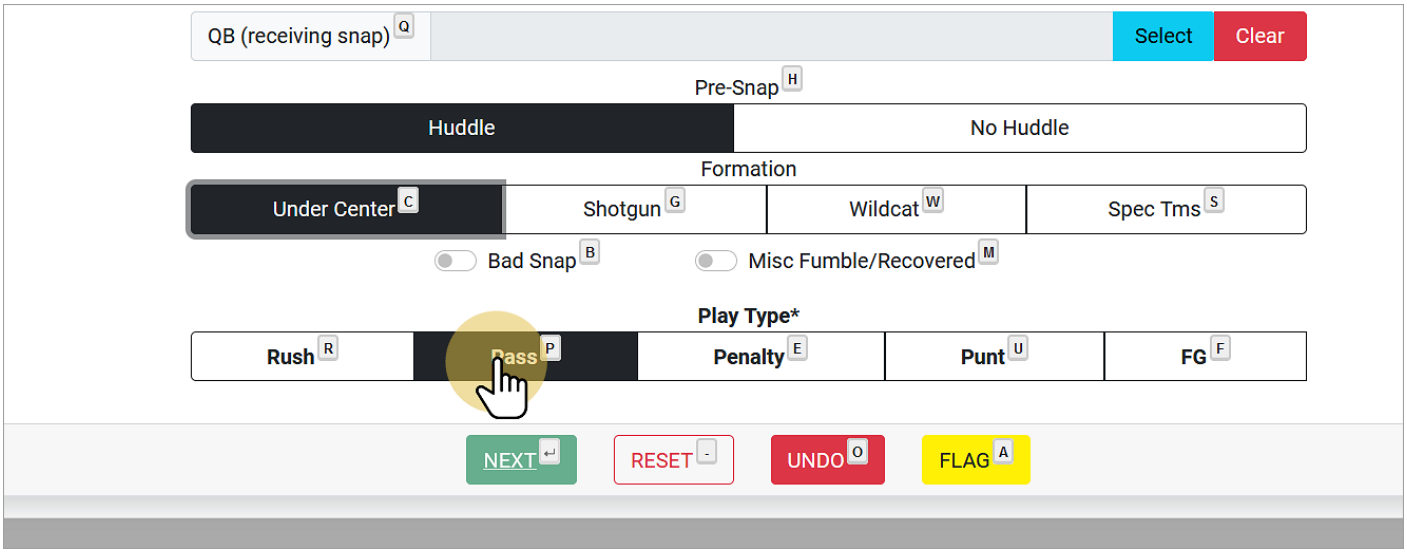


Review the play narrative text to confirm that your play has been entered correctly and that the context (down/distance/spot) for the next play is correct.

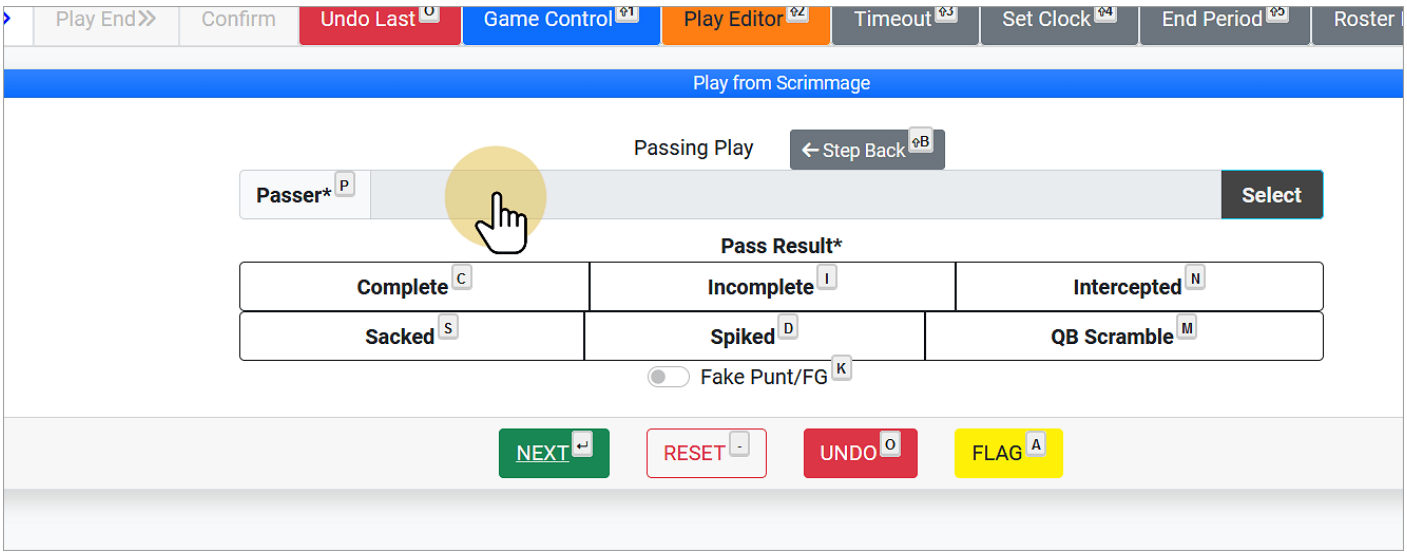
To finalize and save your play, you must click Enter on the Confirm Play screen.

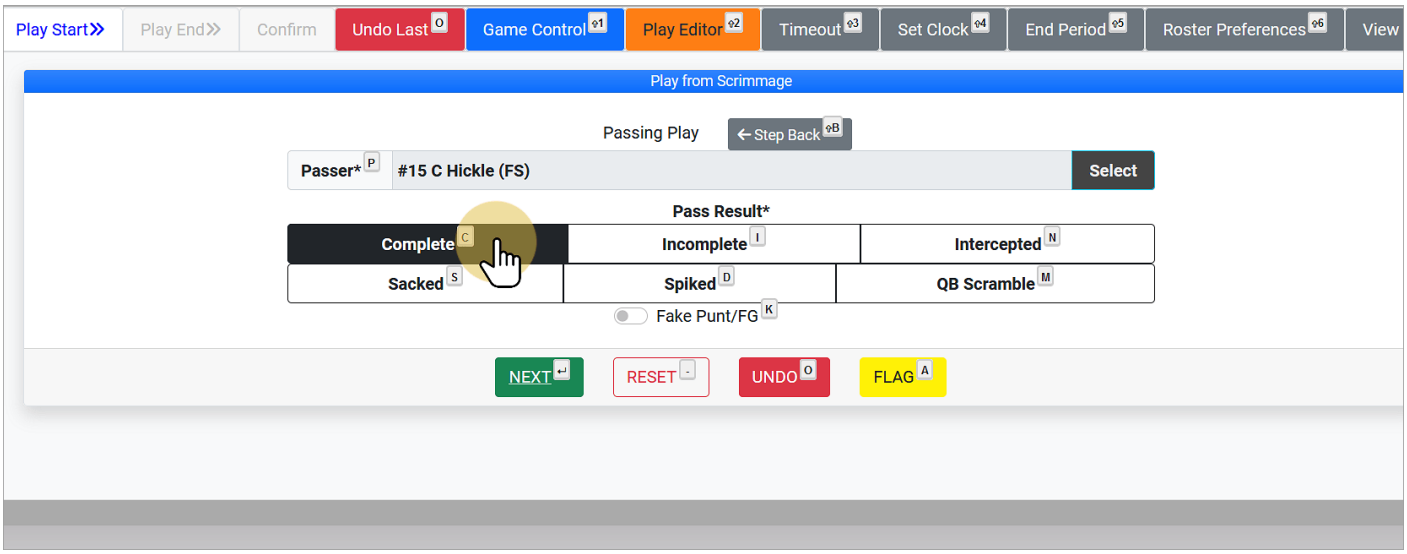


Basic Passing Play from Scrimmage

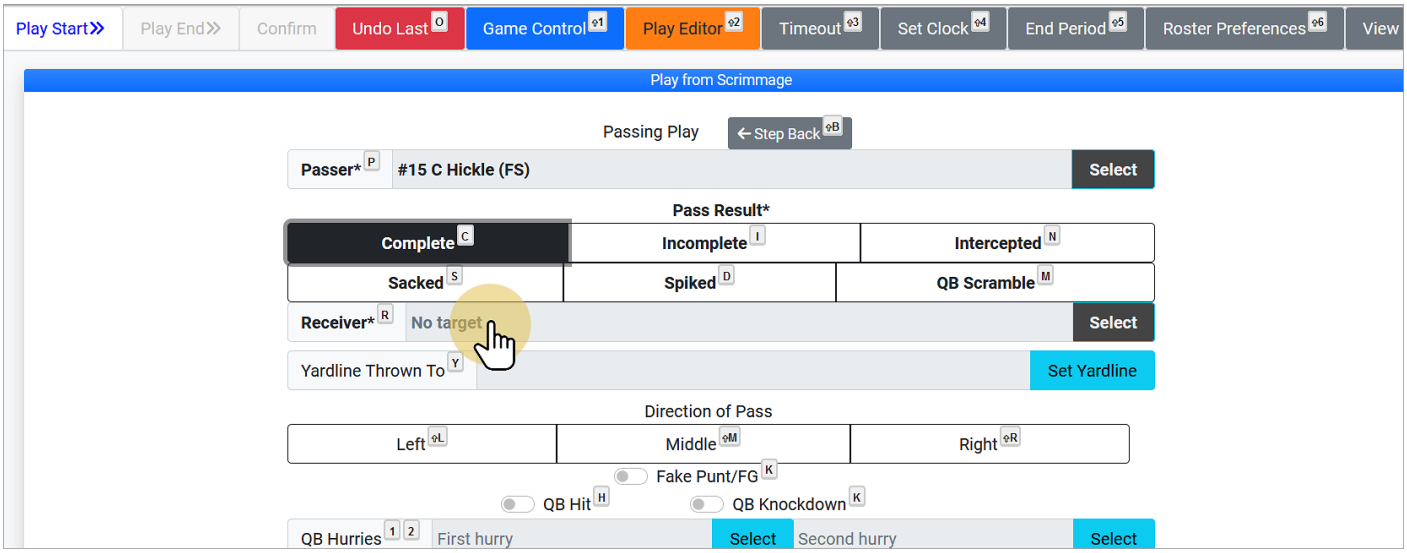


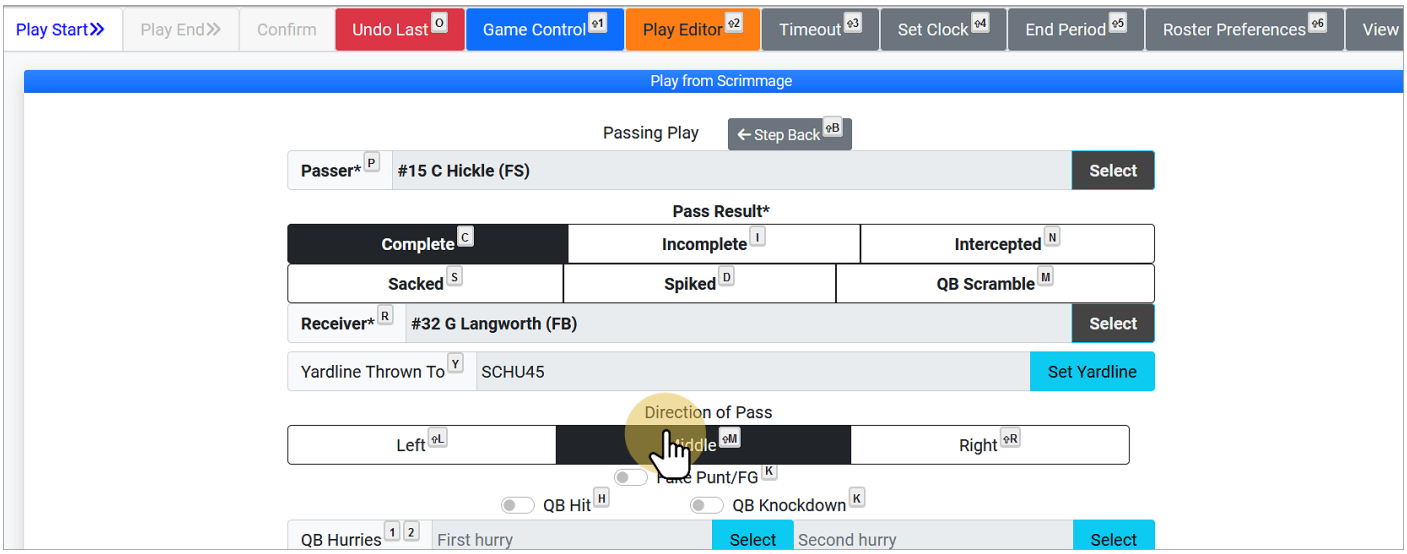
Select the passer and the result of the pass.



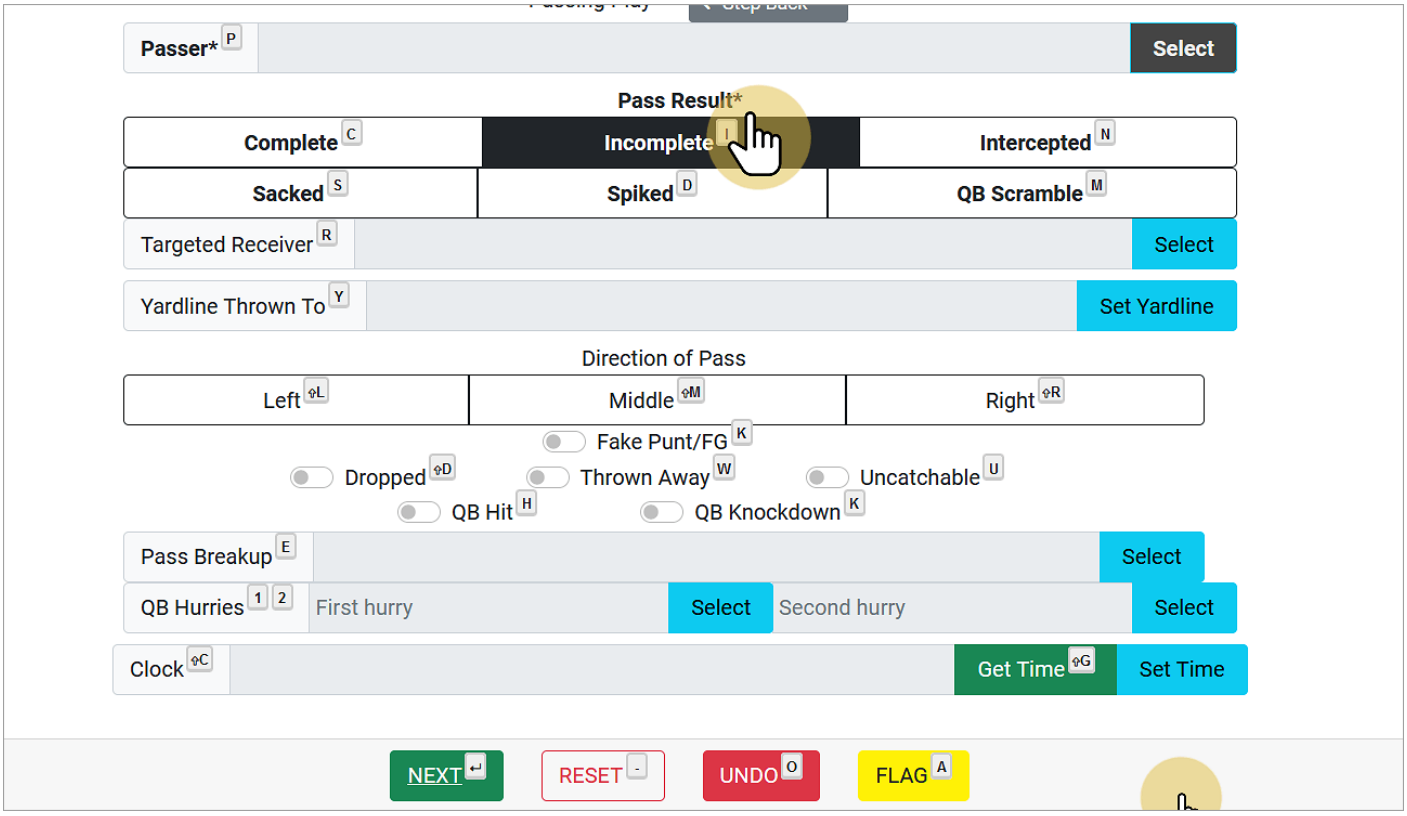

Play Start
Play End
Confirm
Undo Last O
Game Control 1
Play Editor 2
Timeout 3
Set Clock 4
End Period 5
Roster Preferences 6
View
Play from Scrimmage
Passing Play
Step Back B
Passer* P
#15 C Hickle (FS)
Select
Pass Result*
Complete C
Incomplete I
Intercepted N
Sacked S
Spiked D
QB Scramble M
Fake Punt/FG K
NEXT
RESET
UNDO O
FLAG A

Set the receiver and any other optional fields on the play.

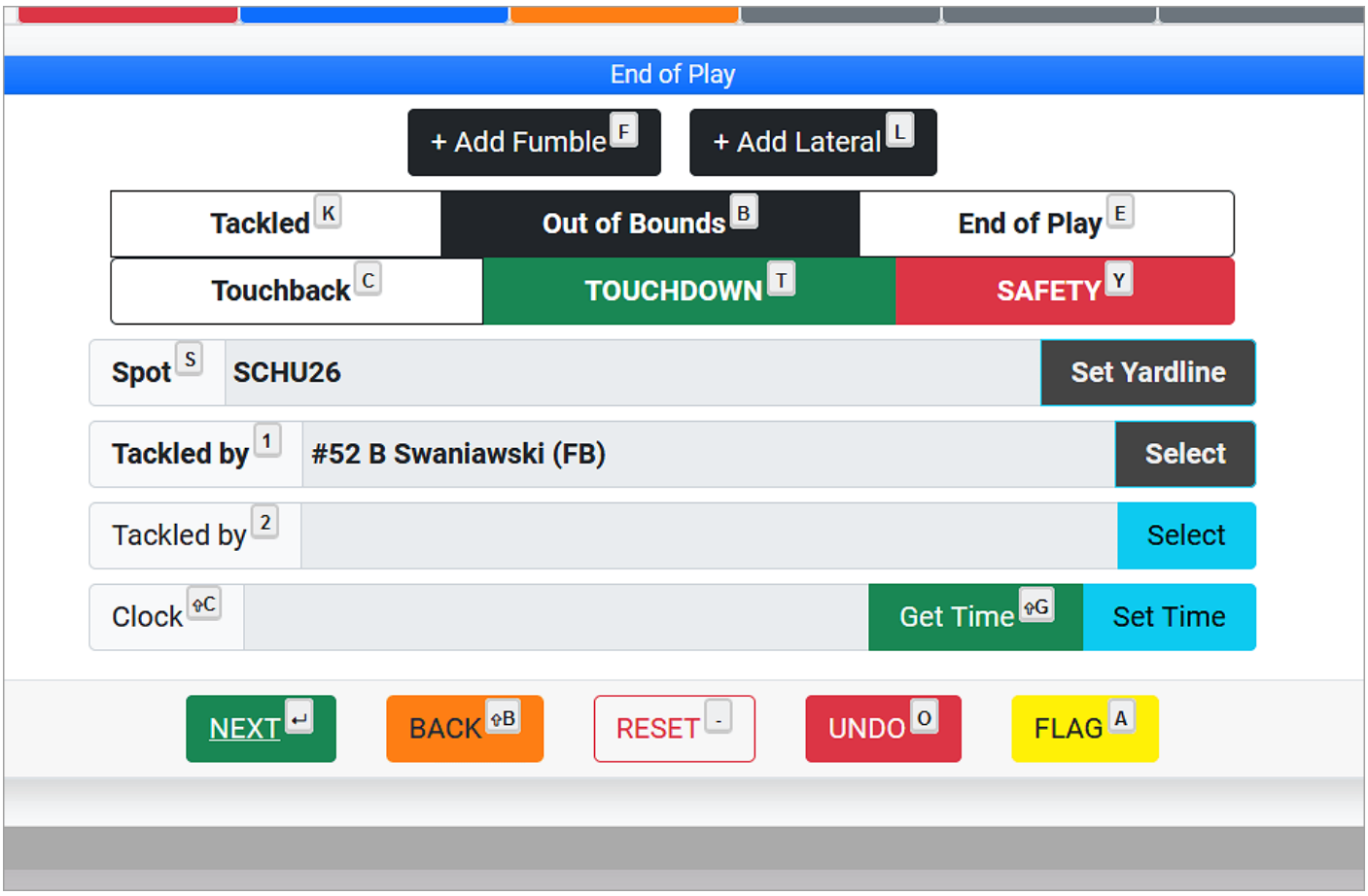


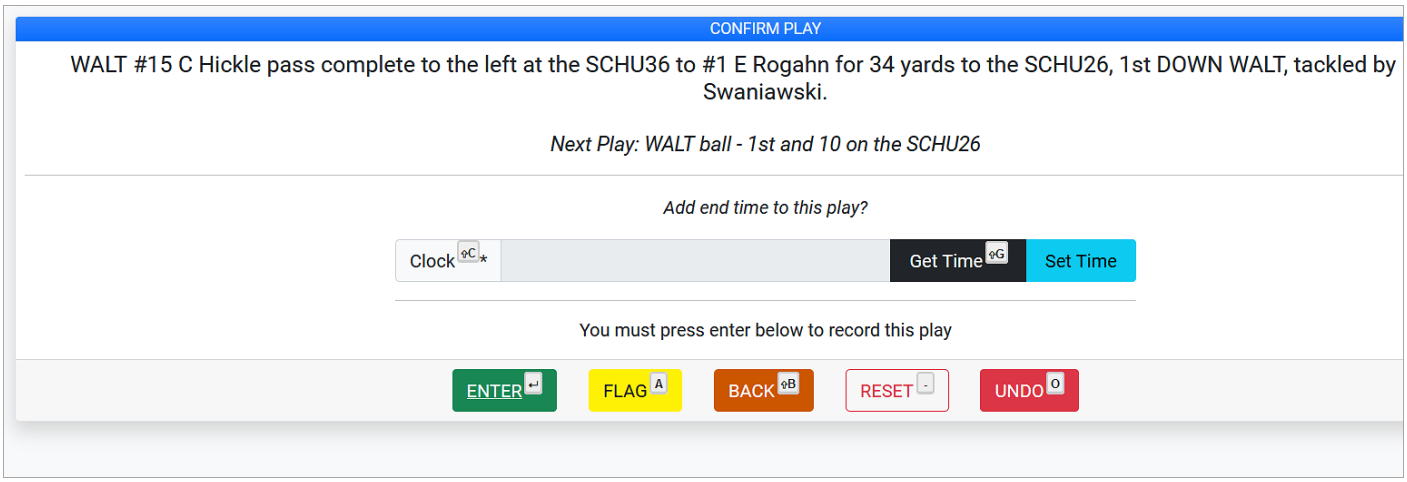

Play Start
Play End
Confirm
Undo Last O
Game Control 1
Play Editor 2
Timeout 3
Set Clock 4
End Period 5
Roster Preferences 6
View
Play from Scrimmage
Passing Play
Step Back B
Passer* P
#15 C Hickle (FS)
Select
Pass Result*
Complete C
Incomplete I
Intercepted N
Sacked S
Spiked D
QB Scramble M
Receiver* R
#32 G Langworth (FB)
Select
Yardline Thrown To Y
SCHU45
Set Yardline
Direction of Pass
Left L
Right R
Punt/FG K
QB Hit H
QB Knockdown K
QB Hurries 1 2
First hurry
Select
Second hurry
Select

Different options are displayed based on the result of the pass



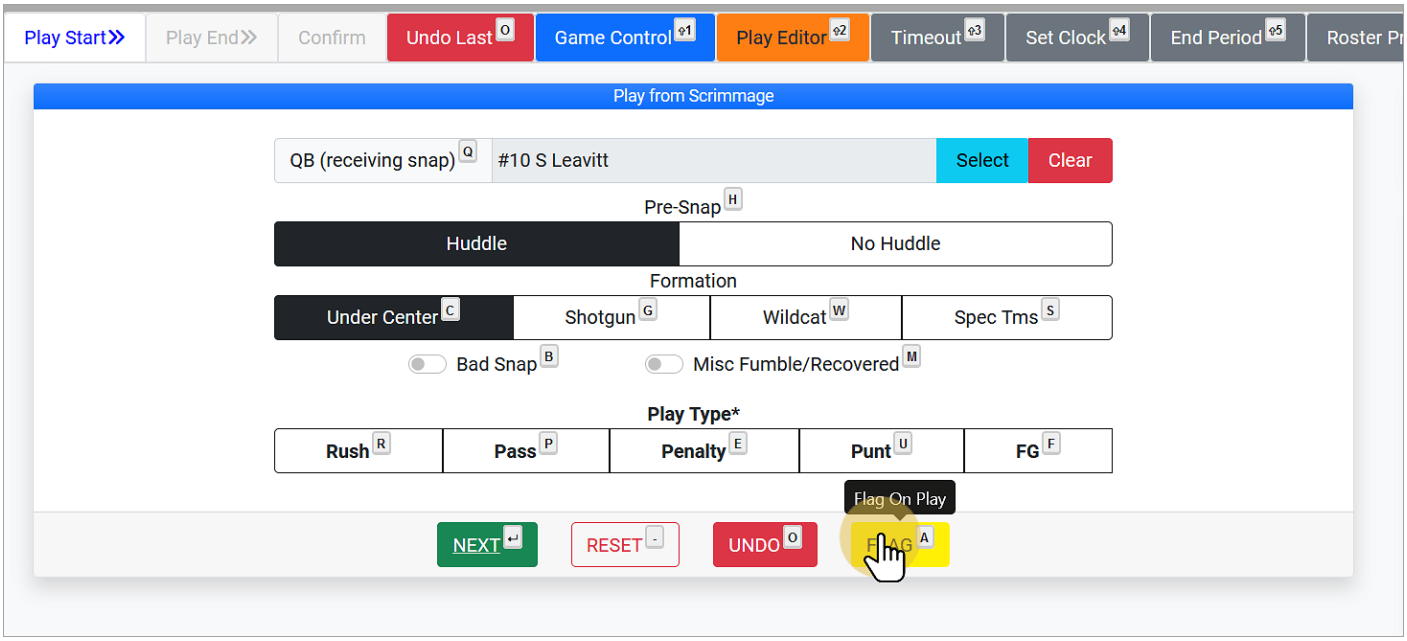
Select the outcome of how the play ended, click Next and confirm to save.




CONFIRM PLAY
WALT #15 C Hickle pass complete to the left at the SCHU36 to #1 E Rogahn for 34 yards to the SCHU26, 1st DOWN WALT, tackled by Swaniawski.
Next Play: WALT ball - 1st and 10 on the SCHU26
Add end time to this play?
Clock
Get Time
Set Time
You must press enter below to record this play
ENTER
FLAG
BACK
RESET
UNDO

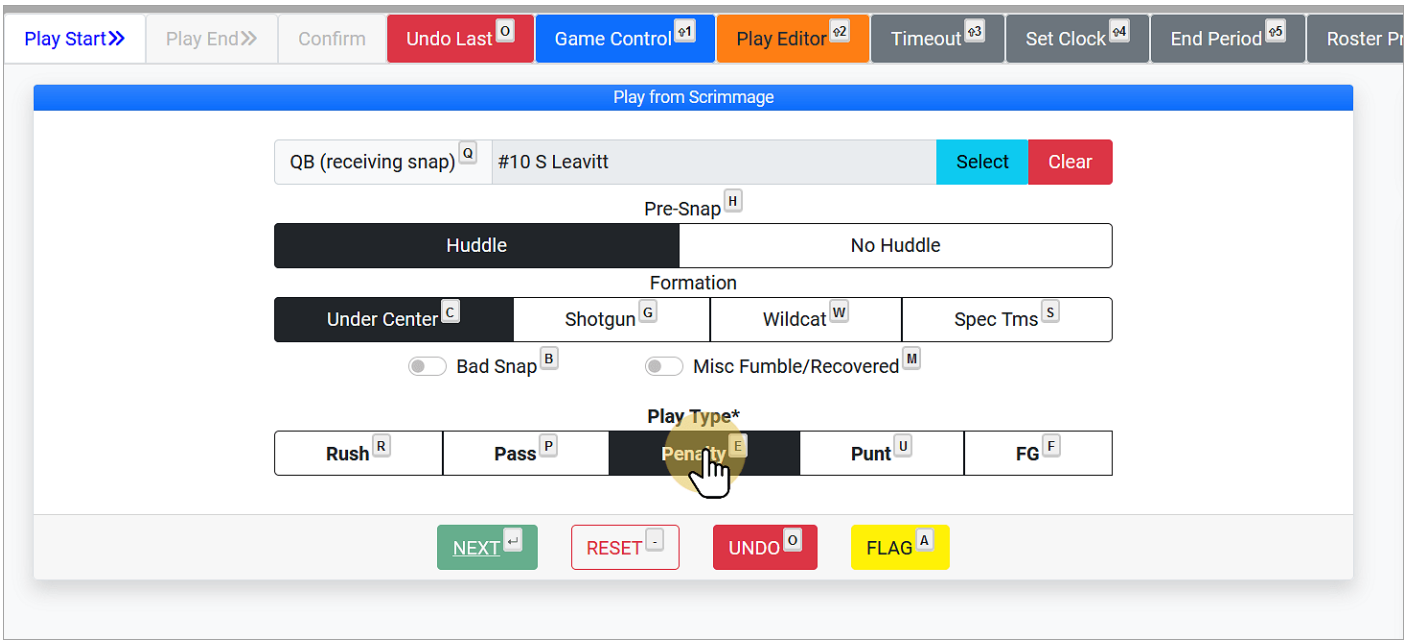
Entering Penalties

When a flag has been thrown or a penalty has been assessed on a play, there are a few different ways to record it depending on the situation (whether play continues or is immediately blown dead).



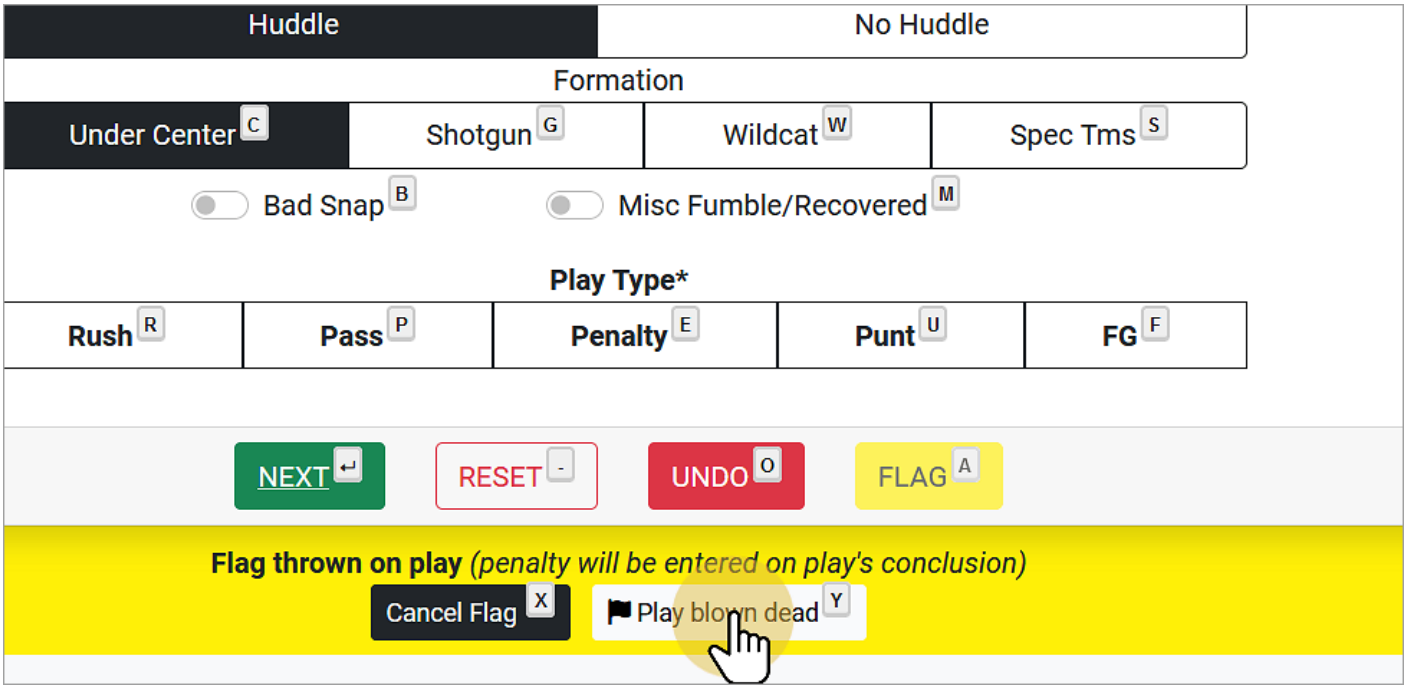
Pre-snap Penalties

If a presnap penalty is called (where the whistle is blown and action is dead), you immediately select Penalty as play type to advance to the penalty screen.



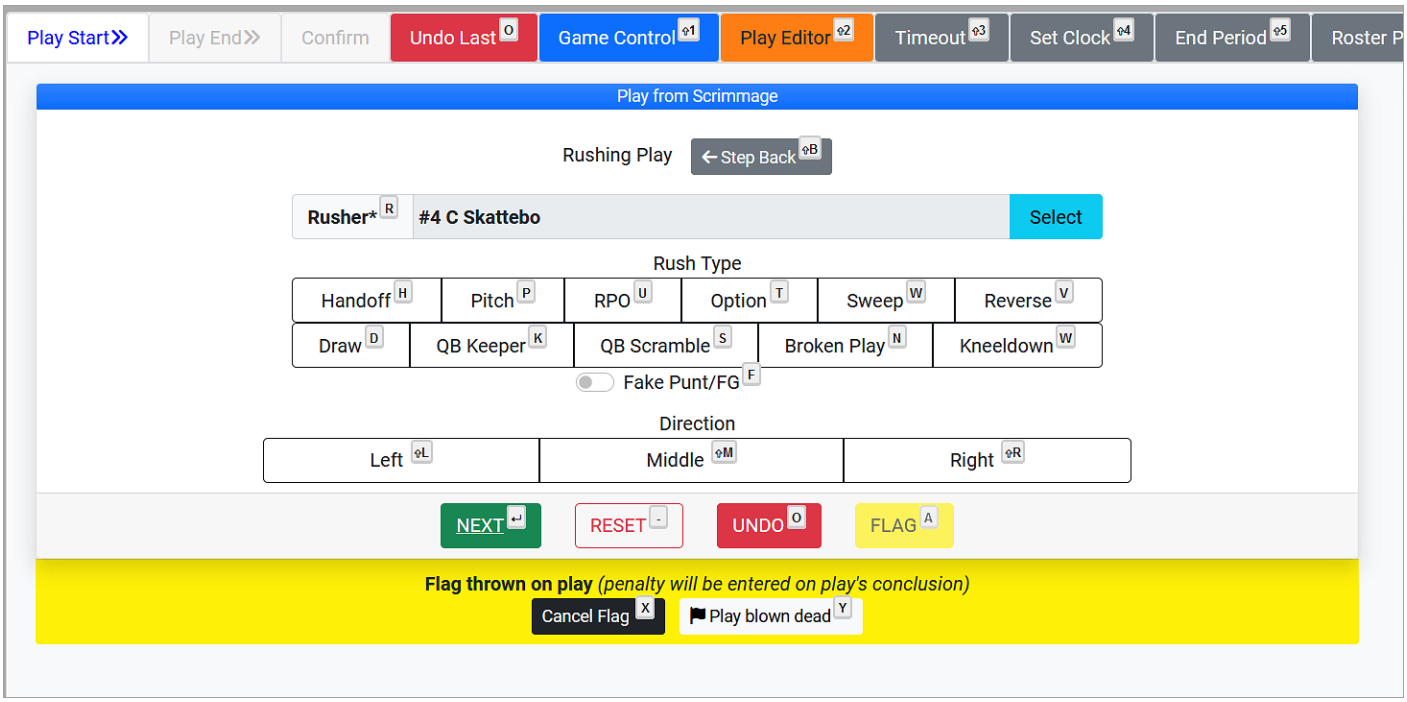
Clicking the flag button will indicate a flag has been thrown.

You can also proceed directly to the Penalty screen if action does not continue by clicking 'Play blown dead' at the bottom.



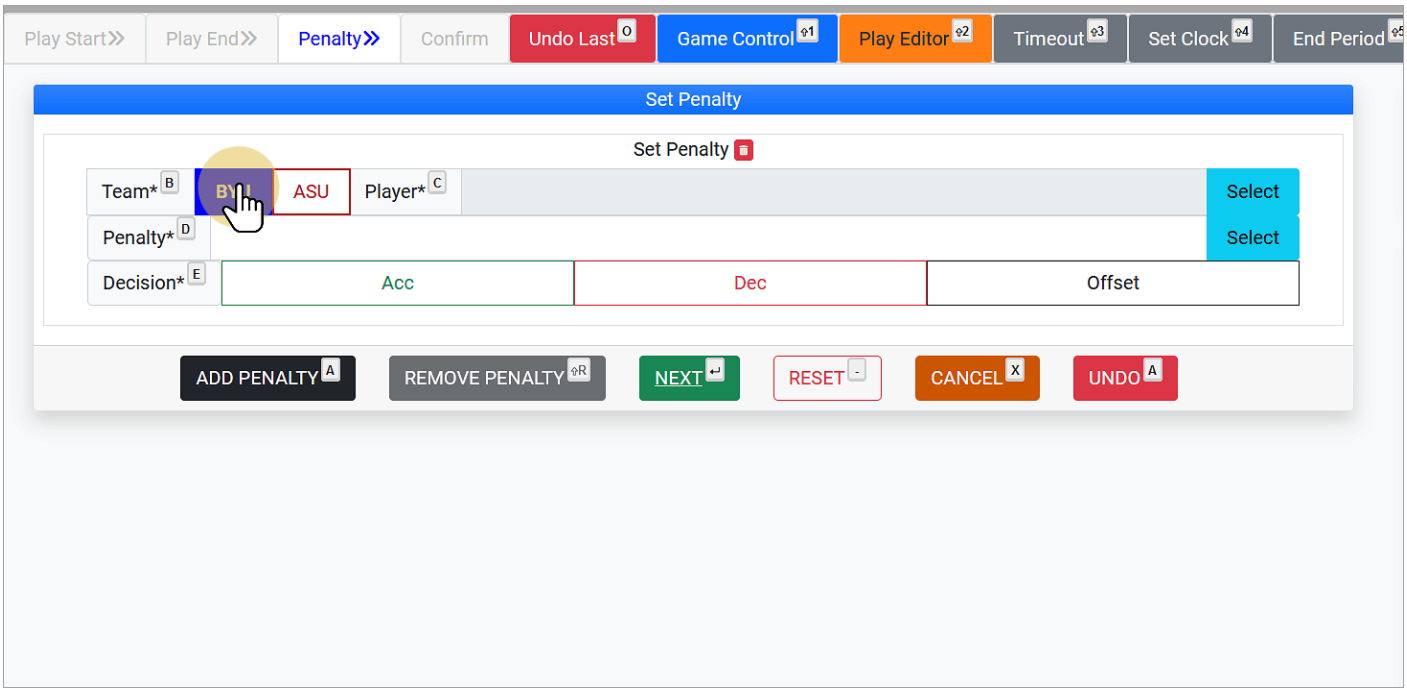
Post-play penalties

If play continues, click the Flag button (the yellow penalty footer will display) and continue entering the play to its completion. You will be taken to the penalty screen at the conclusion of the play.

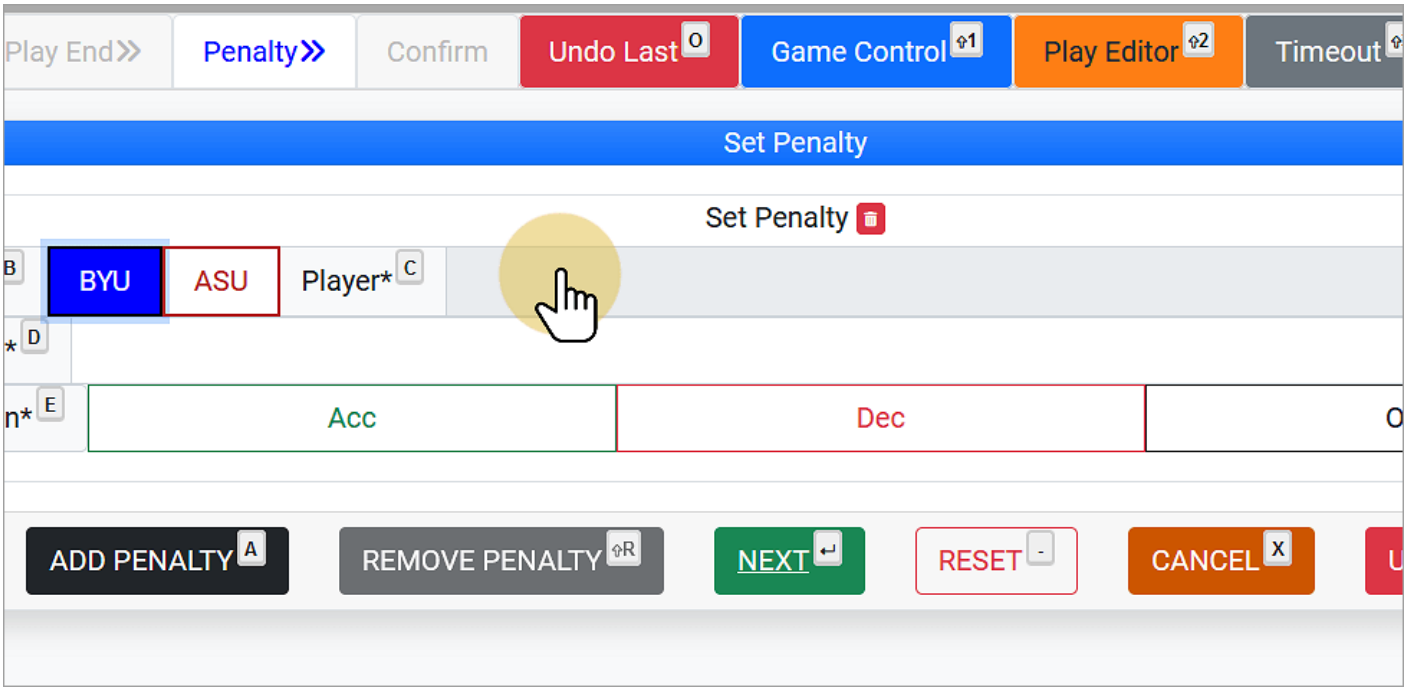


Entering Fouls

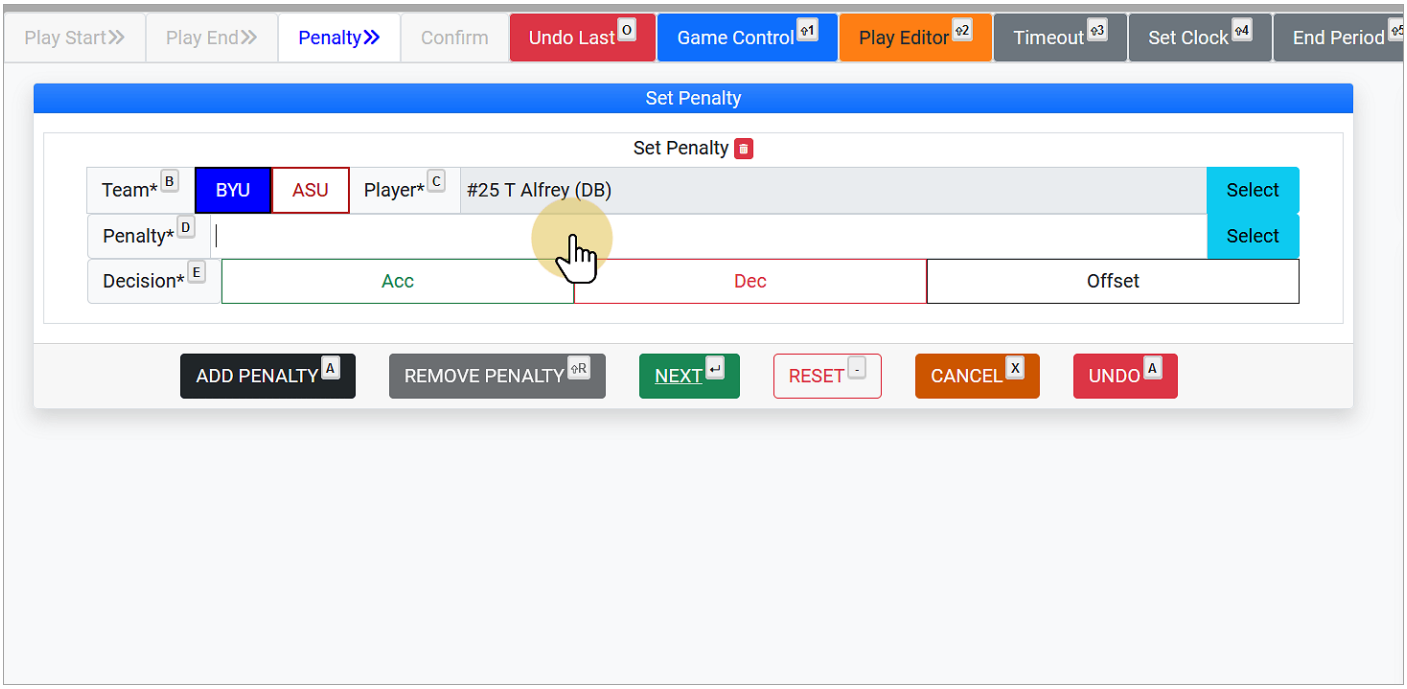
To enter a penalty, begin by selecting the Penalized team (note: you will not be able to select any other options until the team has been selected)



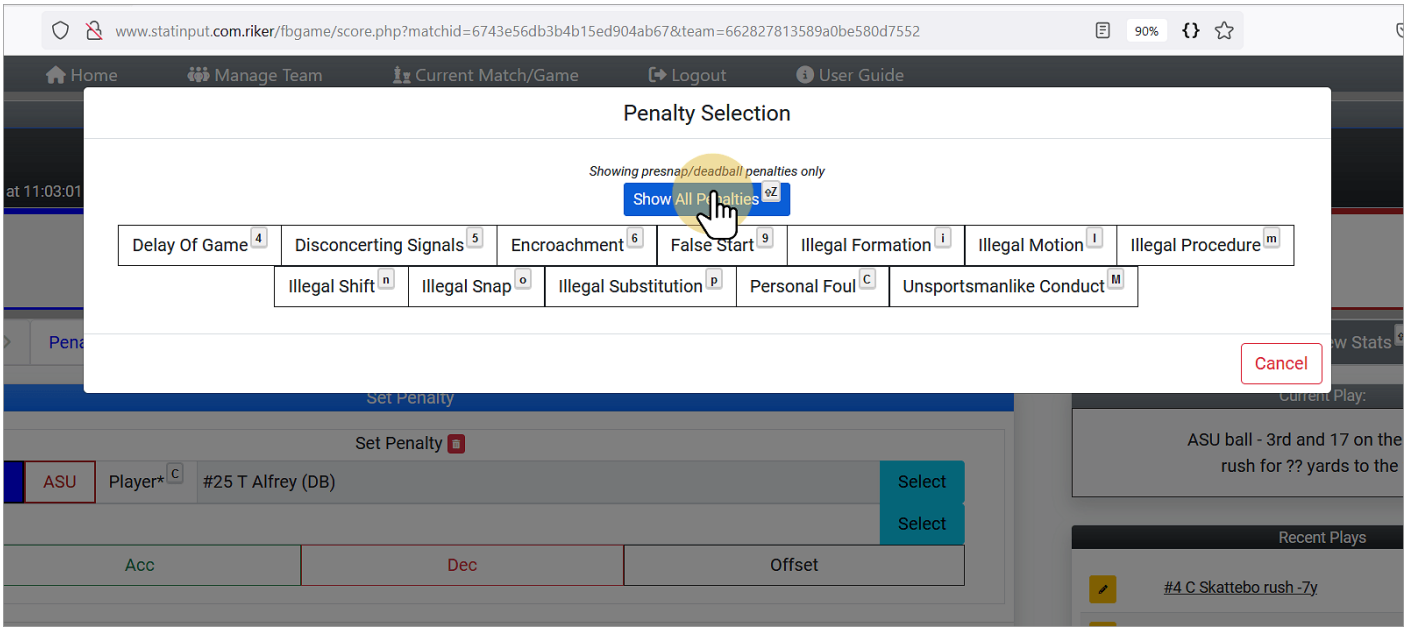
Then select the penalized player. If no player or multiple players are penalized, you can select 'Team' or use scorer's discretion.



Click on the textbox or button for Penalty to select the specific foul.

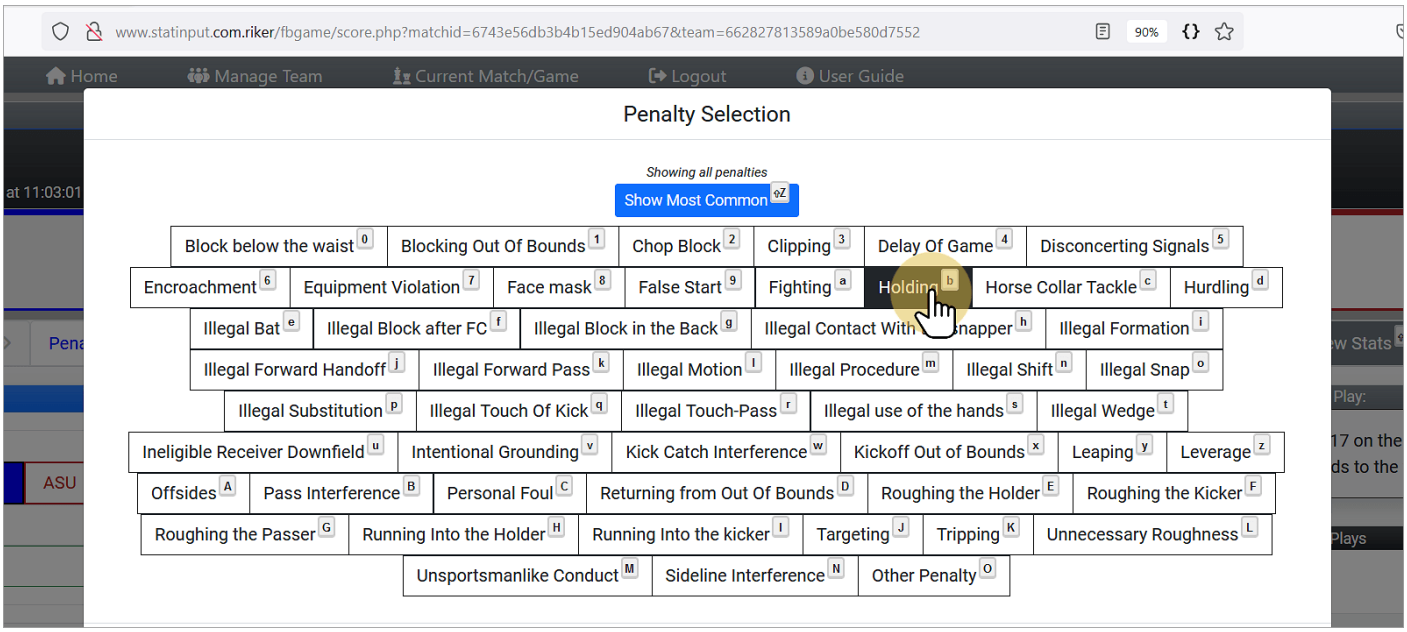


Most common fouls are shown by default. To display all fouls, click the blue button.



Select the foul that has been called.

Note: fouls are listed in alphabetical order



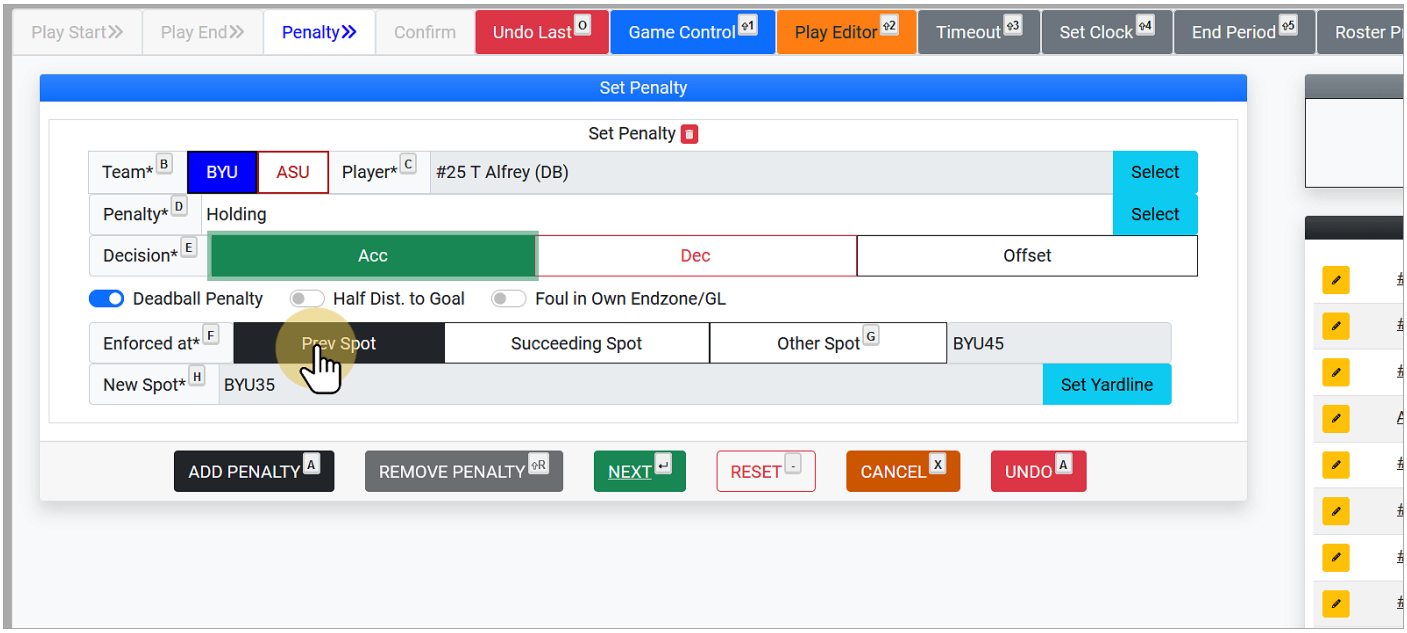
Select the penalty enforcement spot.

Previous spot automatically selects the spot of the ball where the play began.

Succeeding spot automatically selects the spot of the ball where the play ended.

For Other spot, you must specify where the foul is enforced from/occurred (for instance, a holding call in front of the line of scrimmage).

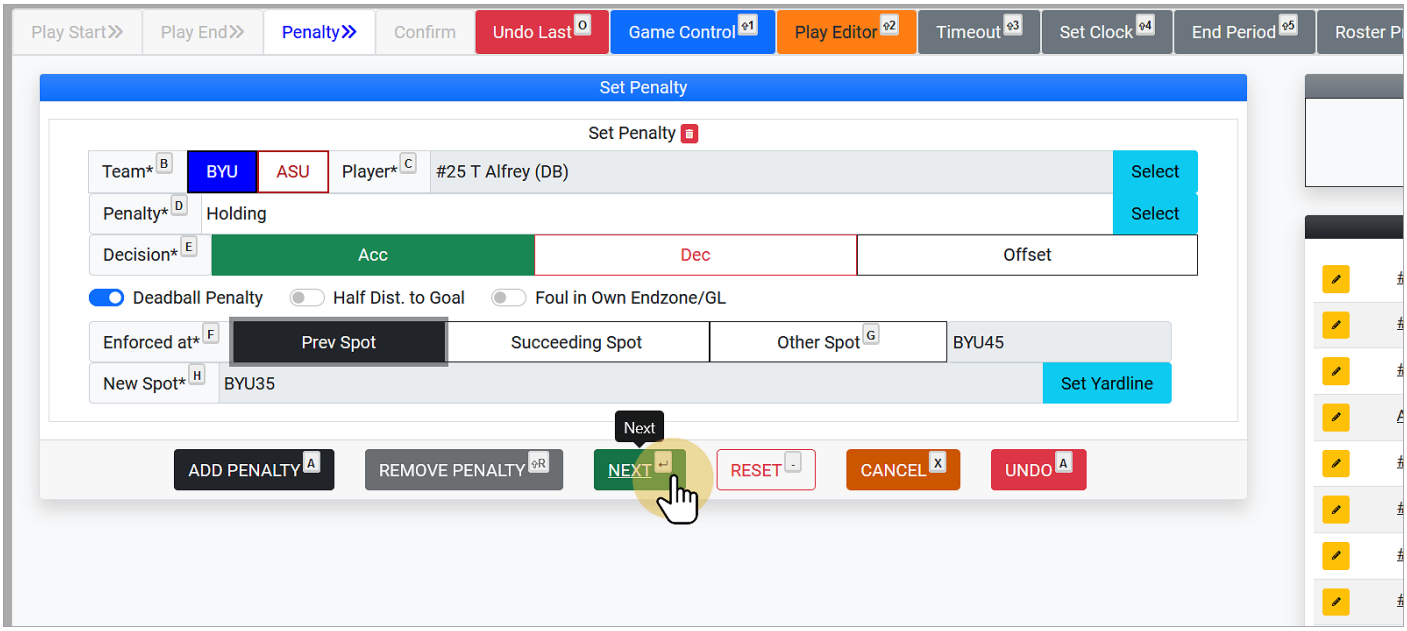
Note: if the penalty is not considered a spot foul (for instance, collegiate pass interference, the enforcement should be set to Previous Spot).



Confirm that the new spot of the ball is calculated correctly. The spot is calculated based on the penalty's standard enforcement, but may need to be adjusted at the referee's discretion.

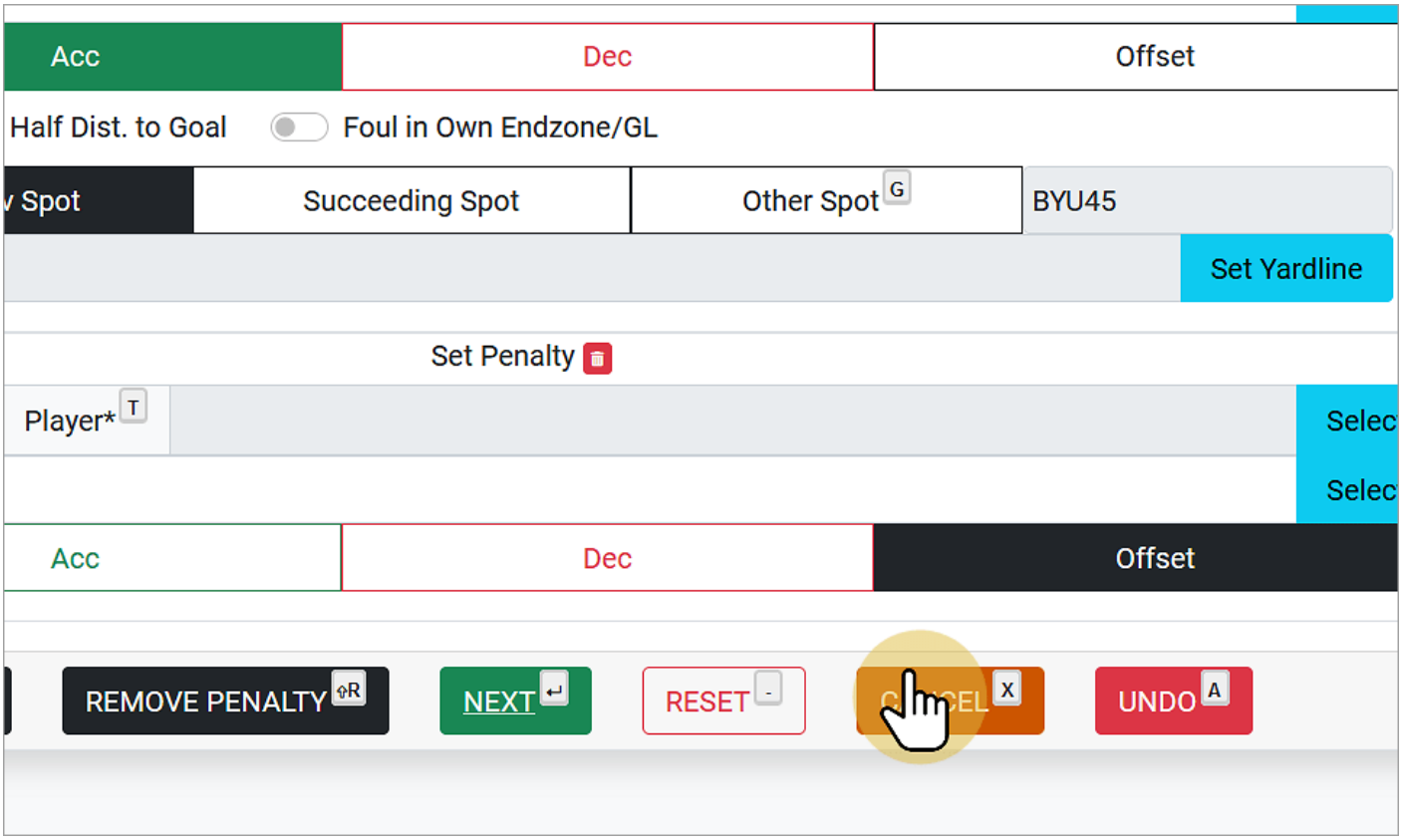
Click Next to advance to the Penalty Enforcement Screen.

Note: for half the distance or endzone fouls, use the toggles above the Enforcement type.



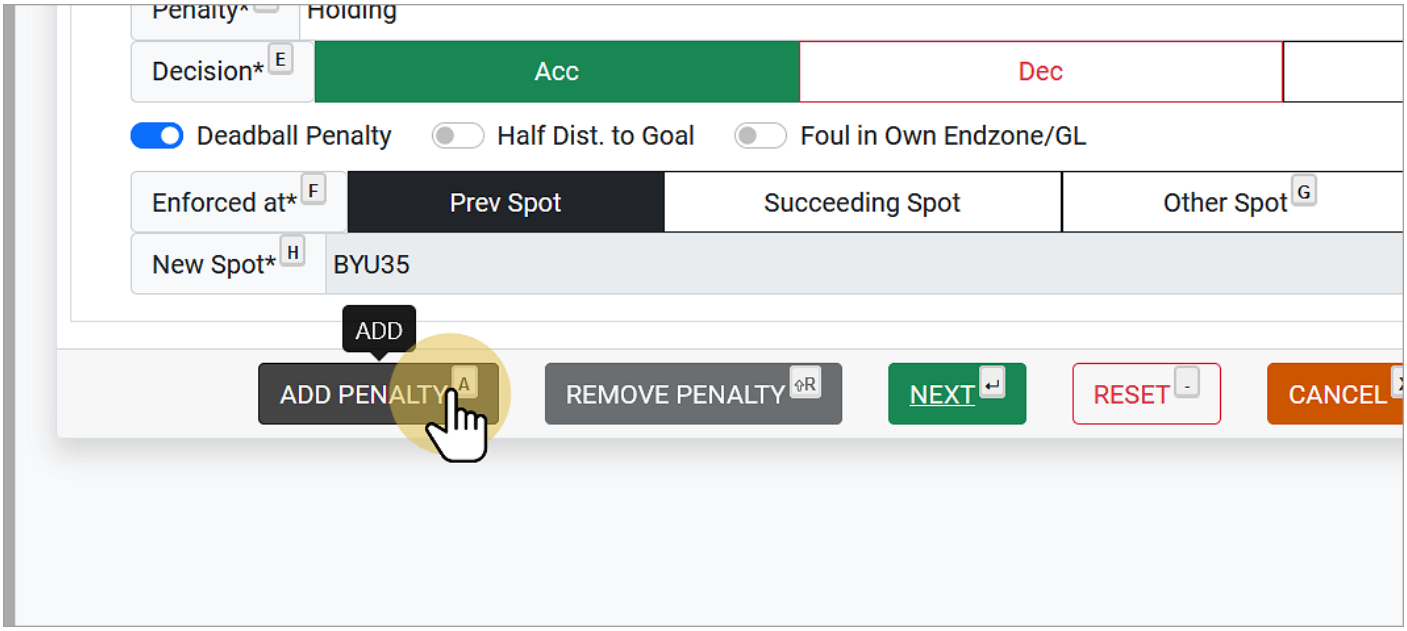
Cancel Penalty

To remove all penalties (such as a picked up flag), click the orange Cancel button at the bottom to cancel and remove all penalties from the play entirely.

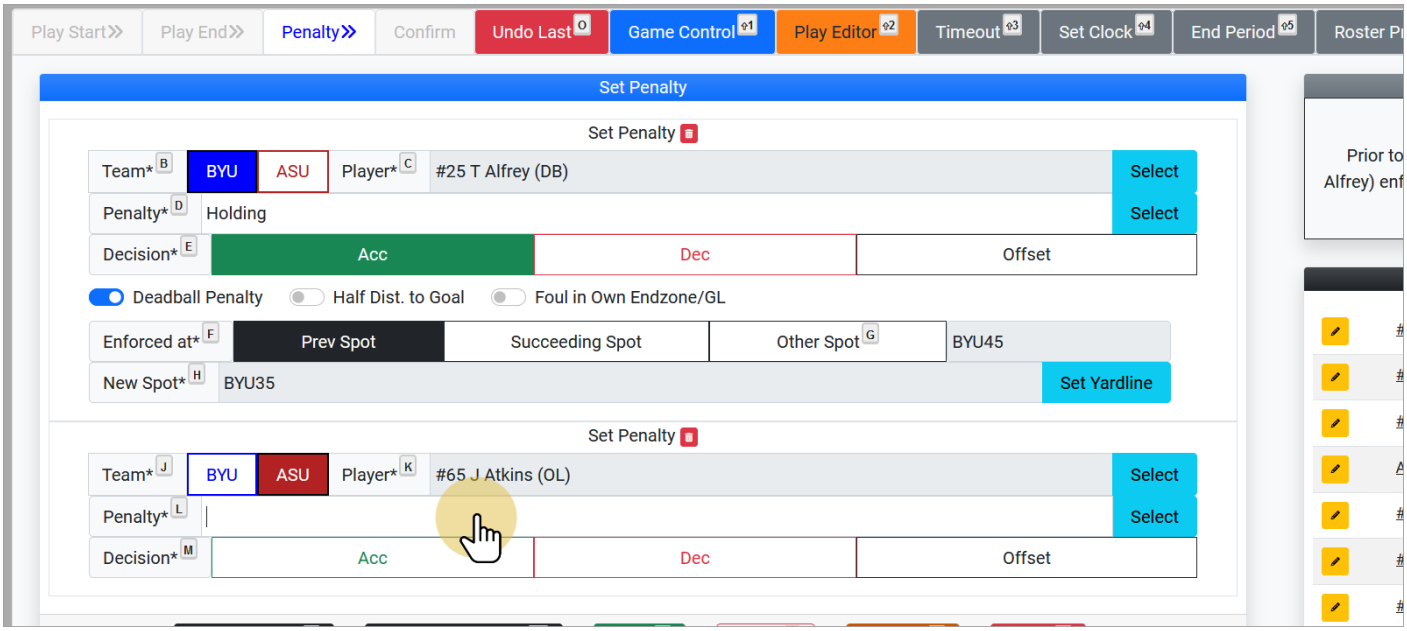


Multiple Penalties

If multiple fouls have occured on the play, click the Add Penalty button to create an additional penalty frame.

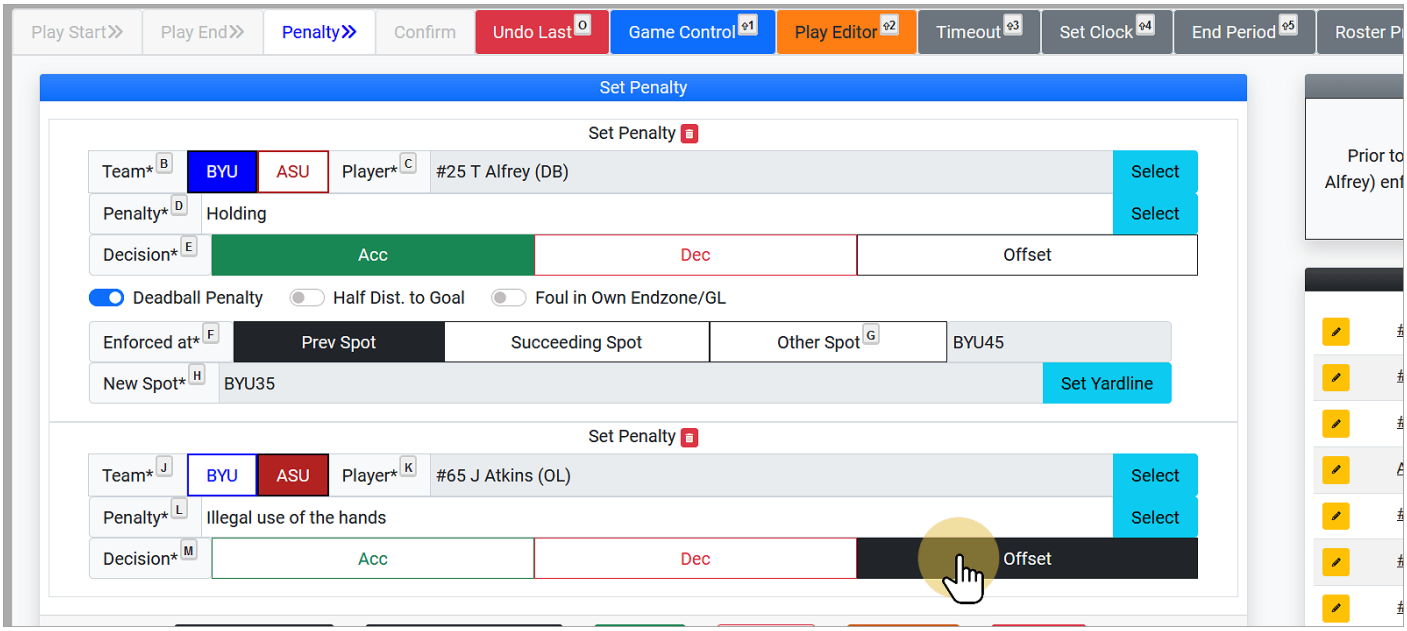


Fill in the details of any other penalties and select whether they are declined or offset.

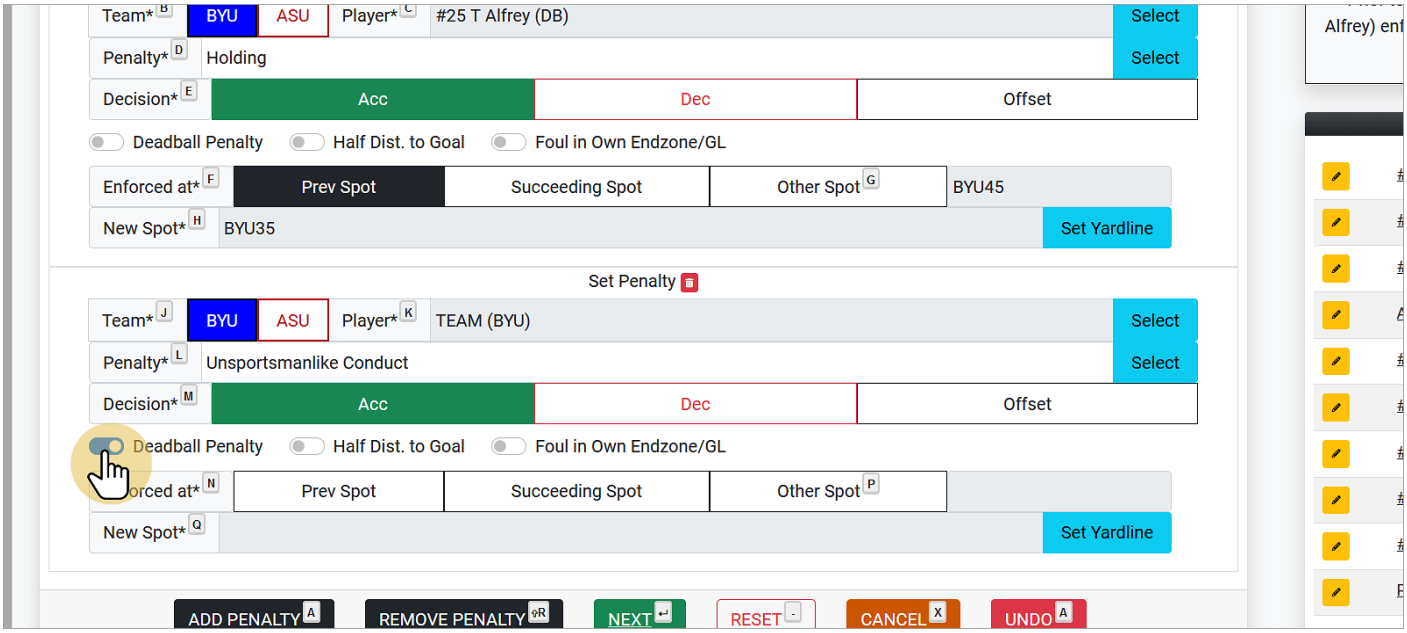


For offsetting penalties, click Offset. Note: in an offset situation, any penalty that is not marked as 'Deadball' will be and must be also set to Offset

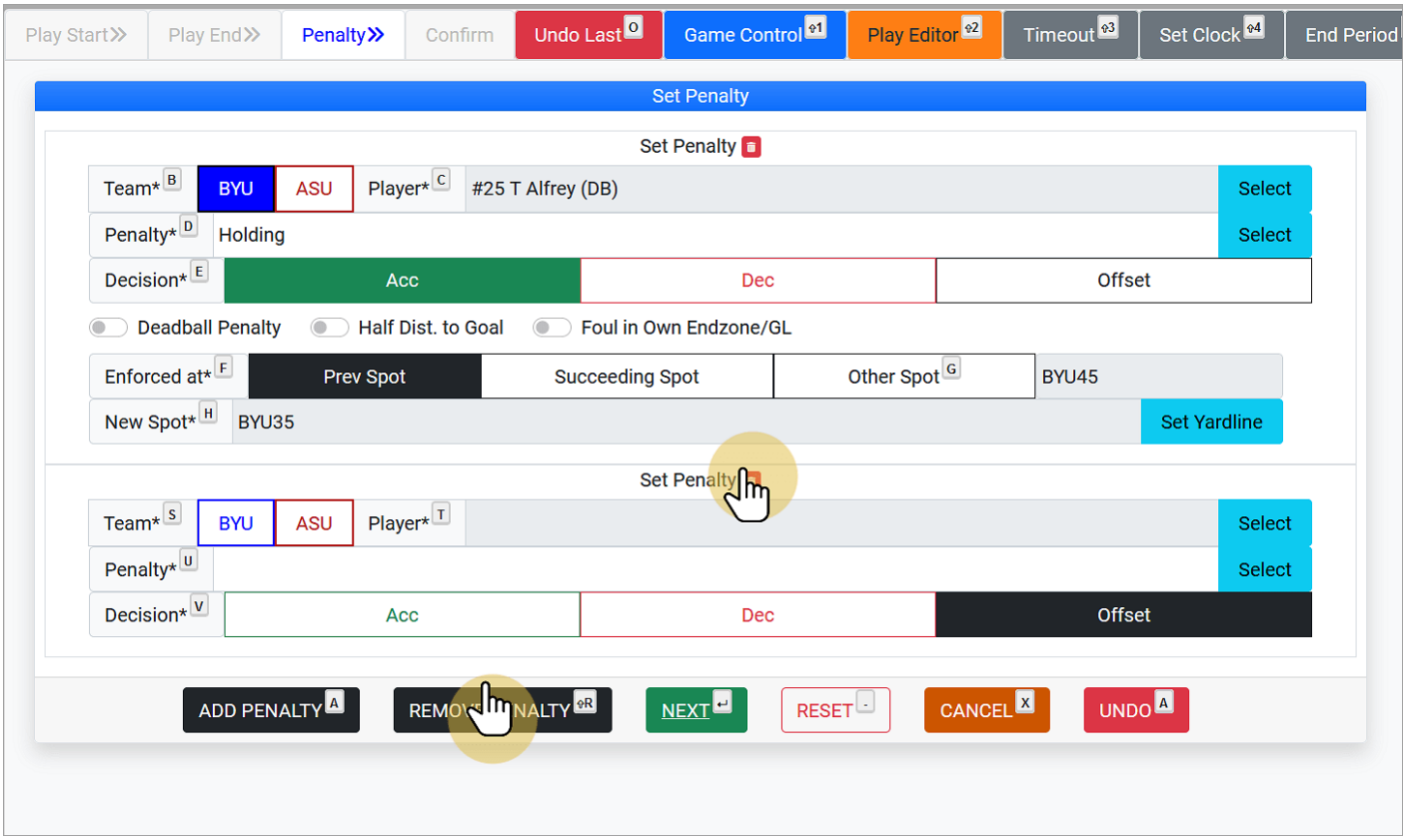
For a declined penalty, select Dec under the Decision tab.



To enforce multiple penalties on the same play, all additional fouls must be marked as deadball. Succeeding spot will automatically be selected for deadball penalties.



To remove additional penalties, use the red trash button (or the remove penalty button at the bottom) to delete it.

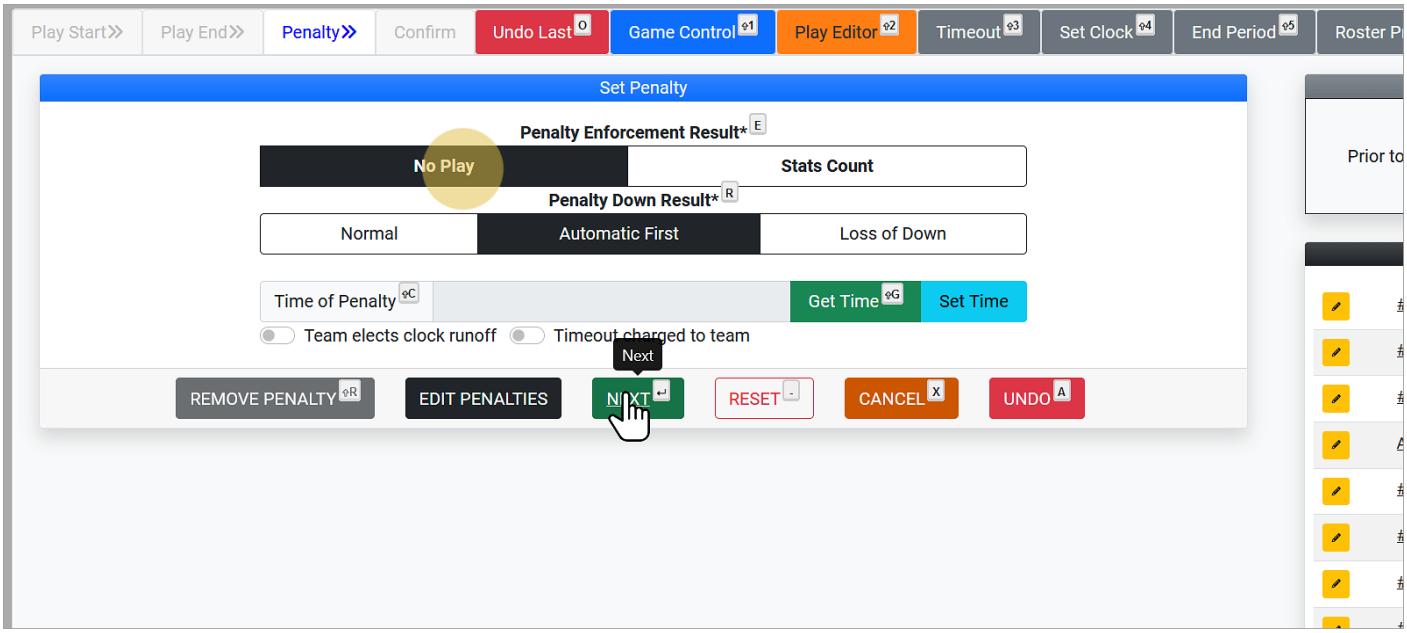


Finishing a Penalty

After entering the penalty (or penalties), the enforcement of the penalty must be entered.

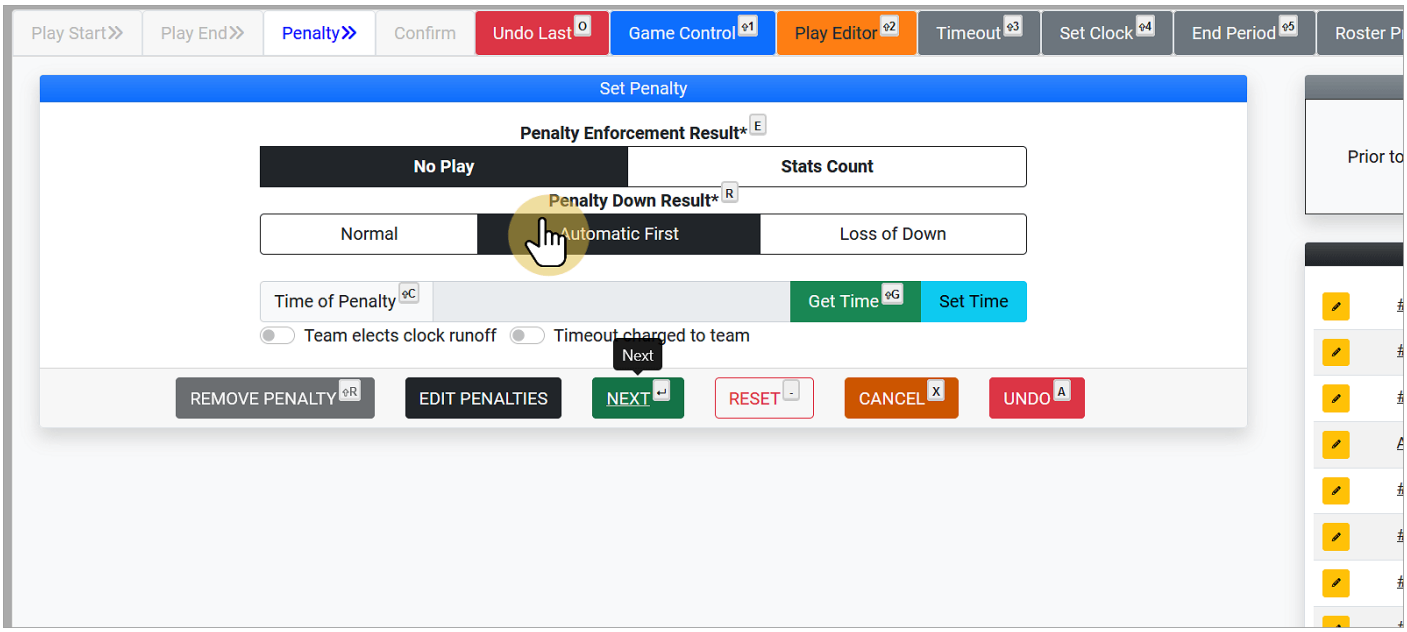
If the entire down will be replayed, select No Play to ensure no stats are recorded for the play.

If the play stands in entirety or partially, select Stats Count. If a spot foul occurred (such as a hold during a return), stats will automatically be calculated based on the enforcement spot for the penalty

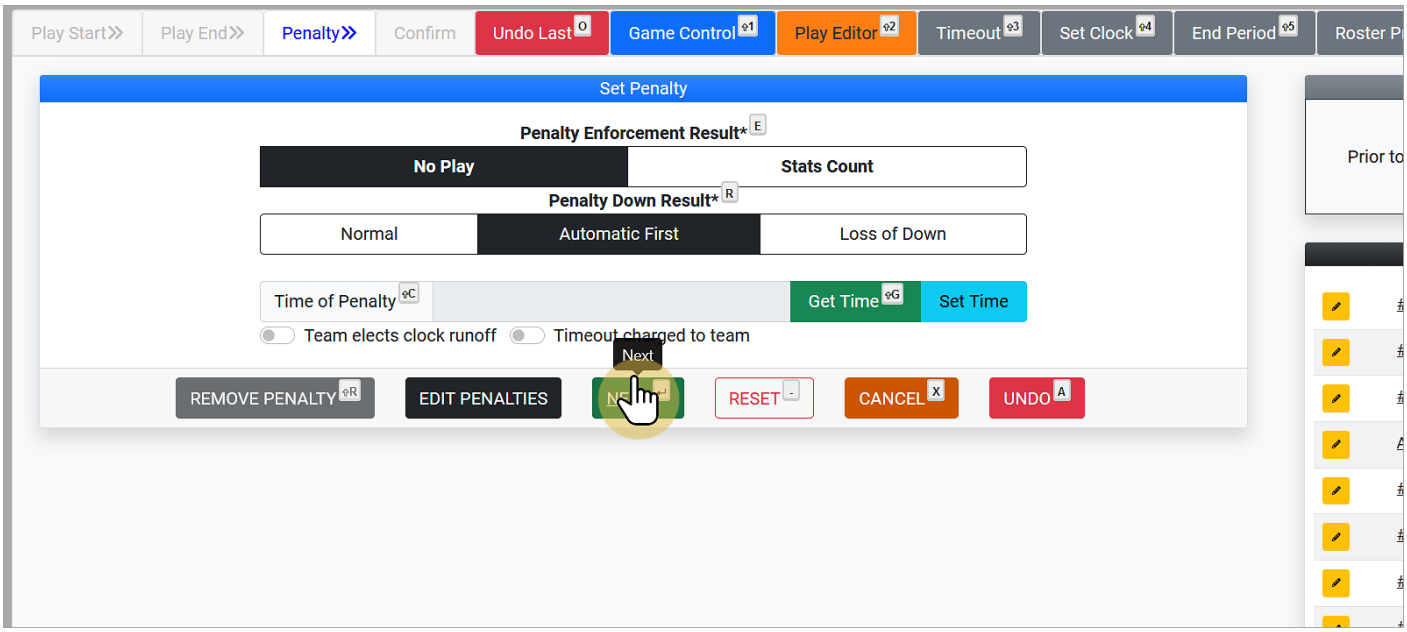


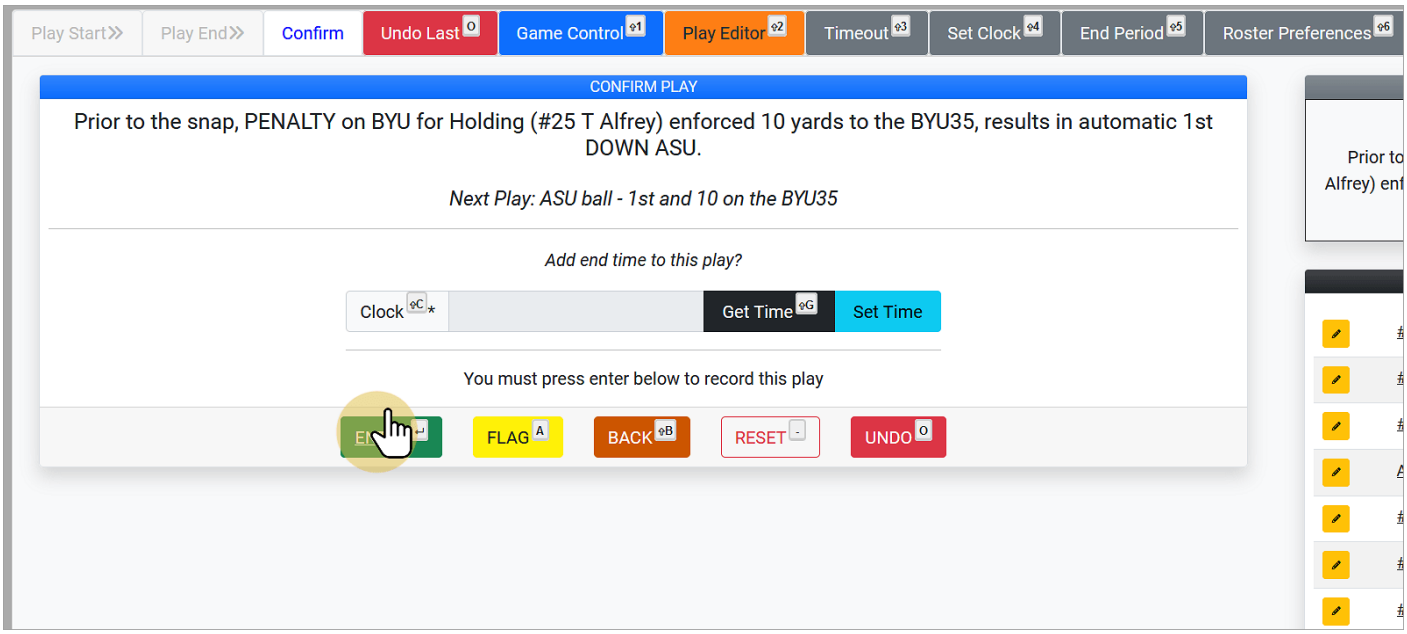
Select whether the down will repeat or an Automatic First Down is awarded on the penalty.For fouls resulting in loss of down, select Loss of Down.

Note: if the offense gained a first down regardless of the penalty result, a first down will be awarded regardless of what is selected.



Select next to advance to the Play Confirmation screen and finalize/save the play.

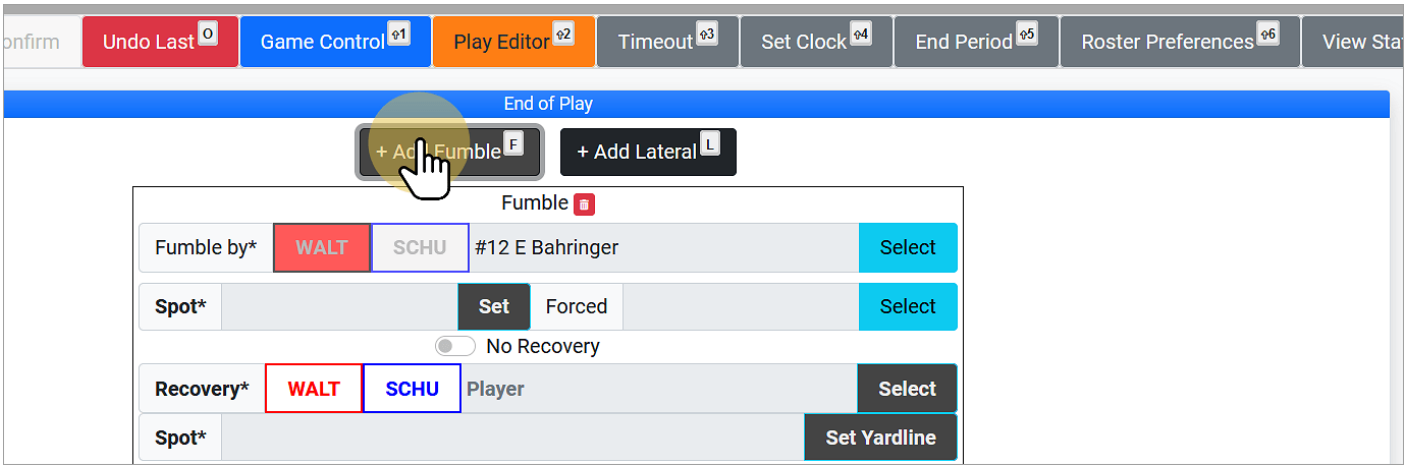



Play Start
Play End
Confirm
Undo Last O
Game Control ⌥1
Play Editor ⌥2
Timeout ⌥3
Set Clock ⌥4
End Period ⌥5
Roster Preferences ⌥6
CONFIRM PLAY
Prior to the snap, PENALTY on BYU for Holding (#25 T Alfrey) enforced 10 yards to the BYU35, results in automatic 1st DOWN ASU.
Next Play: ASU ball - 1st and 10 on the BYU35
Add end time to this play?
Clock ⌥C *
Get Time ⌥G
Set Time
You must press enter below to record this play
FLAG A
BACK ⌥B
RESET -
UNDO O

Fumbles and Lateral

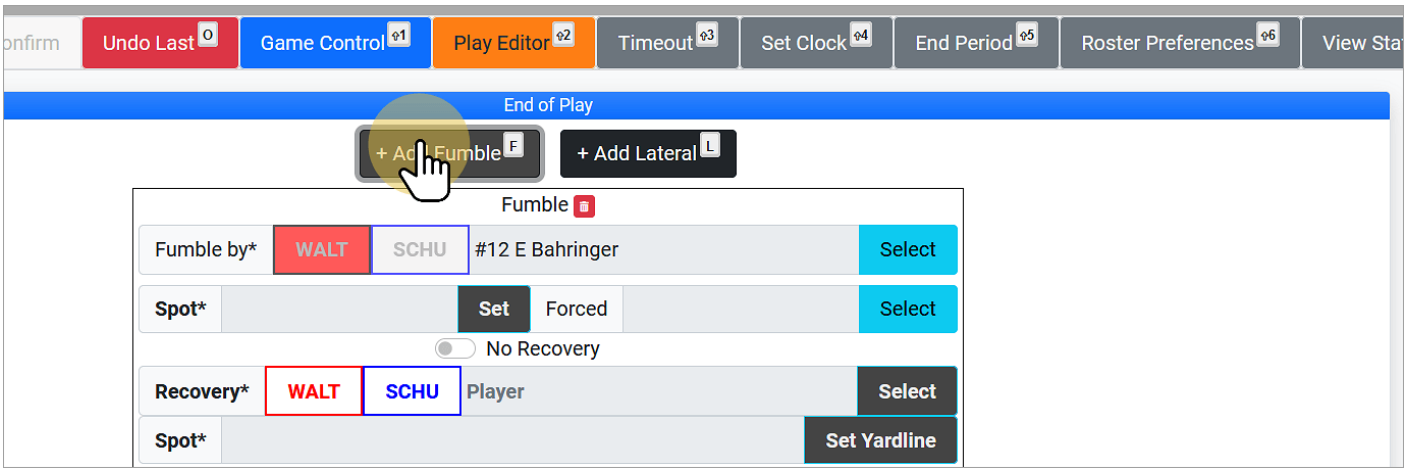
To add a fumble or lateral to the play, advance to the End of Play screen and click the corresponding button at the top of the tab.

Fumbles and laterals can be stacked as needed on a play, however you cannot add another fumble or lateral until the possession and spot of any previous fumbles/laterals are set.

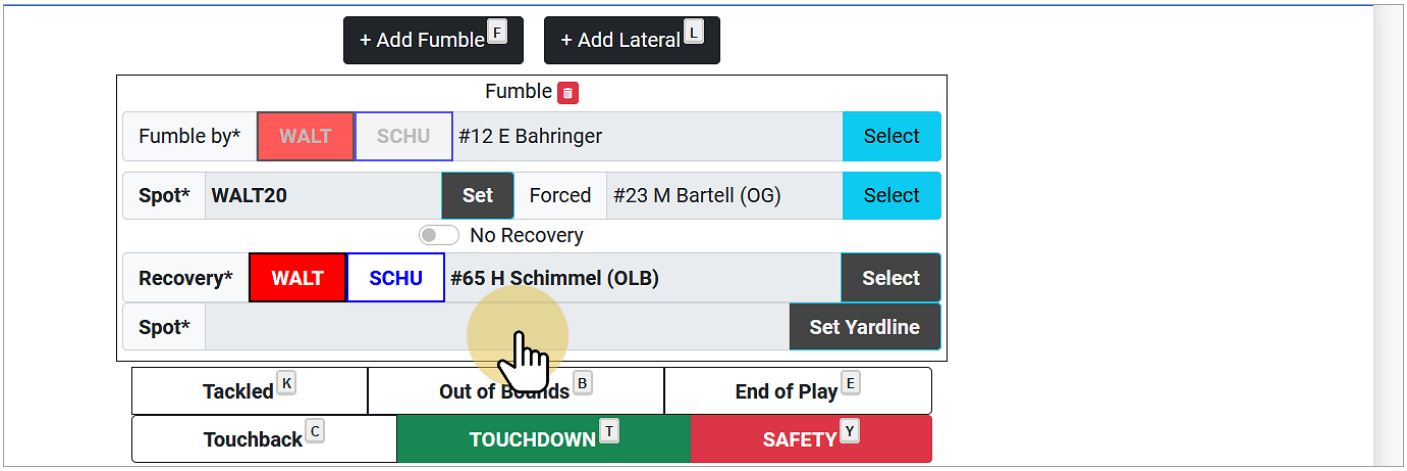


To add a fumble, click the Add Fumble button

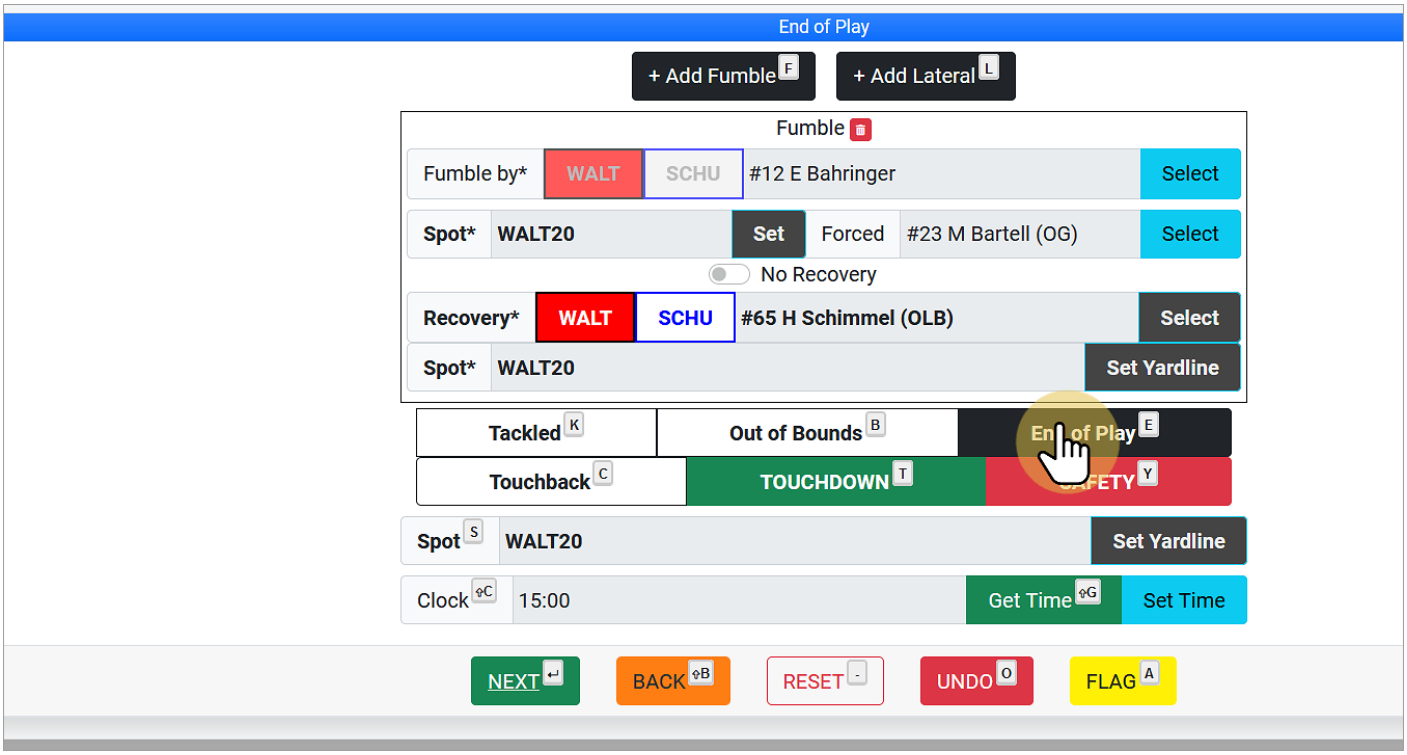
In the Fumble pane, the fumbling team and player should automatically be set. Set the spot of the fumble, the force (if any), the recovering team and player and the spot of the recovery.



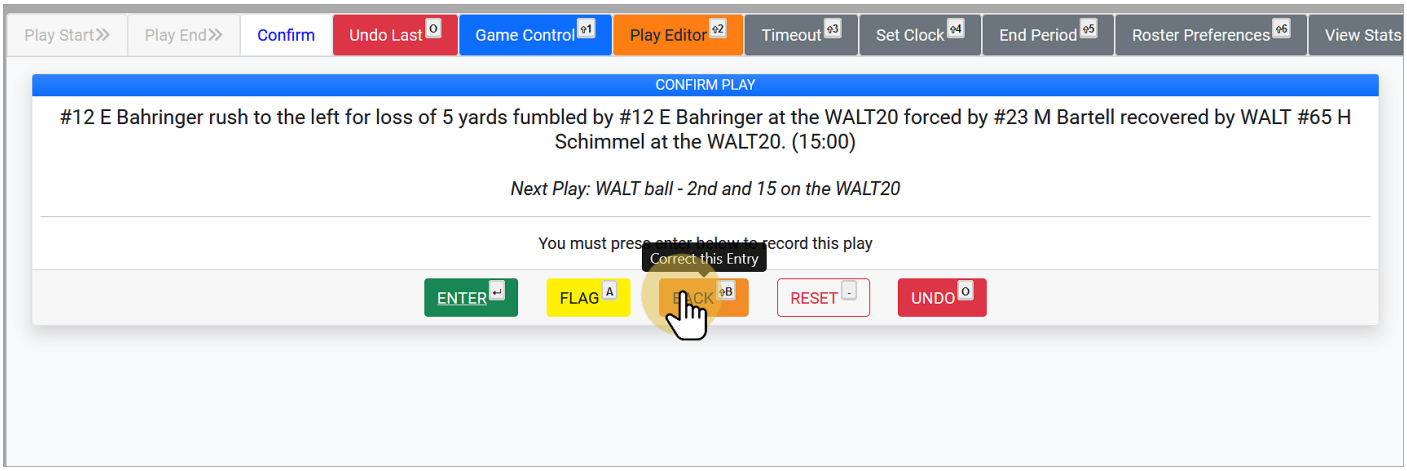
Then, finish the play as it resolves.



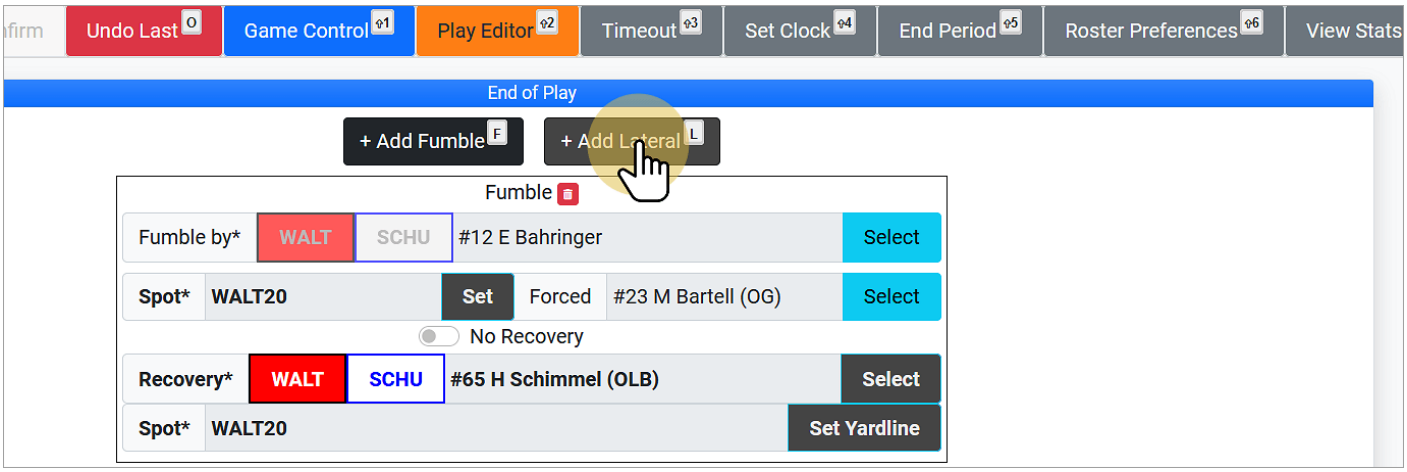
For example, this play ends with a return of 0 yards and no tackle on the 20 yard-line.



Click here

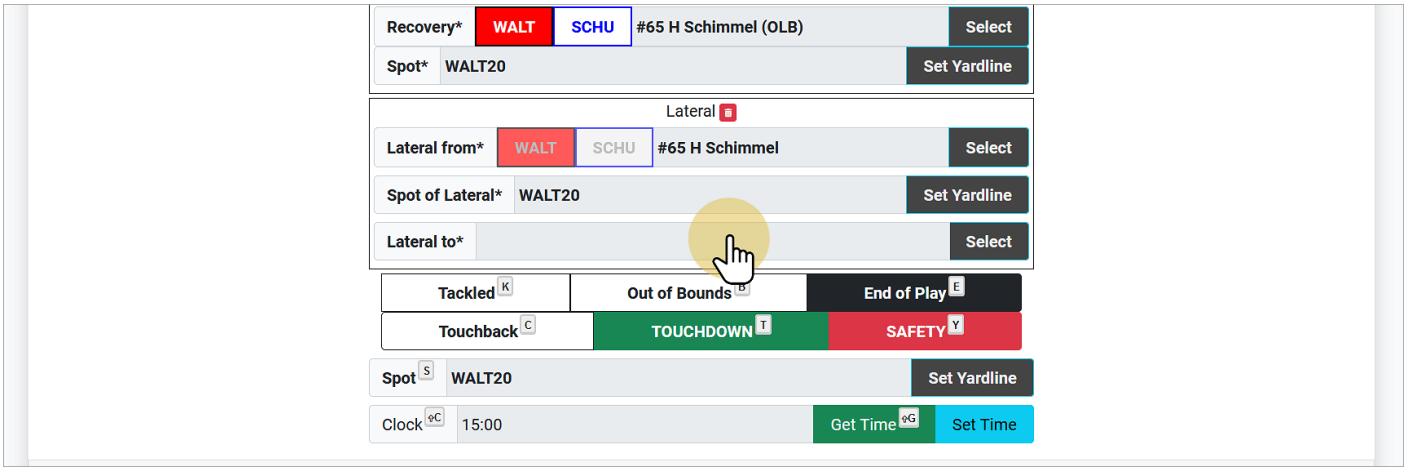

Play Start
Play End
Confirm
Undo Last
Game Control
Play Editor
Timeout
Set Clock
End Period
Roster Preferences
View Stats
CONFIRM PLAY
#12 E Bahringer rush to the left for loss of 5 yards fumbled by #12 E Bahringer at the WALT20 forced by #23 M Bartell recovered by WALT #65 H Schimmel at the WALT20. (15:00)
Next Play: WALT ball - 2nd and 15 on the WALT20
You must press enter below to record this play
Correct this Entry
ENTER
FLAG
RESET
UNDO

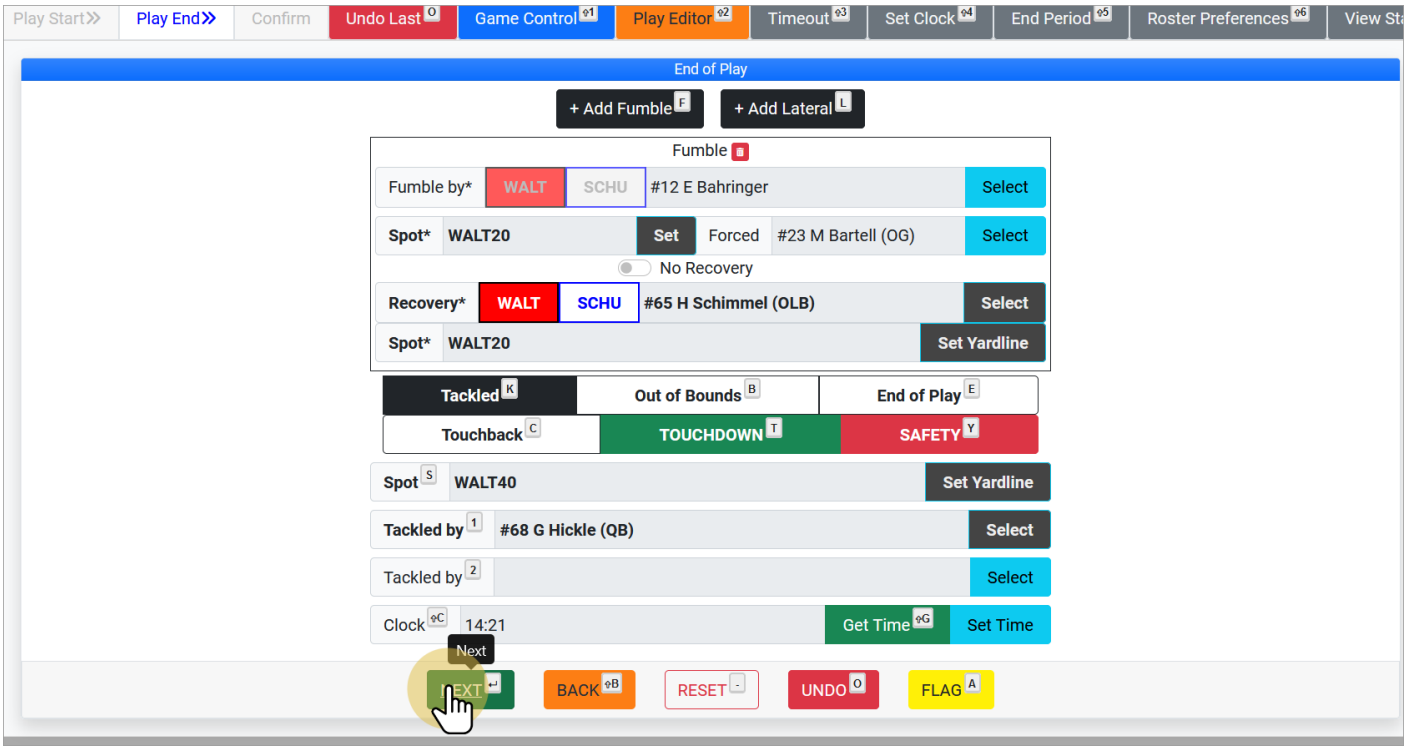
To add a lateral, click the Add Lateral button



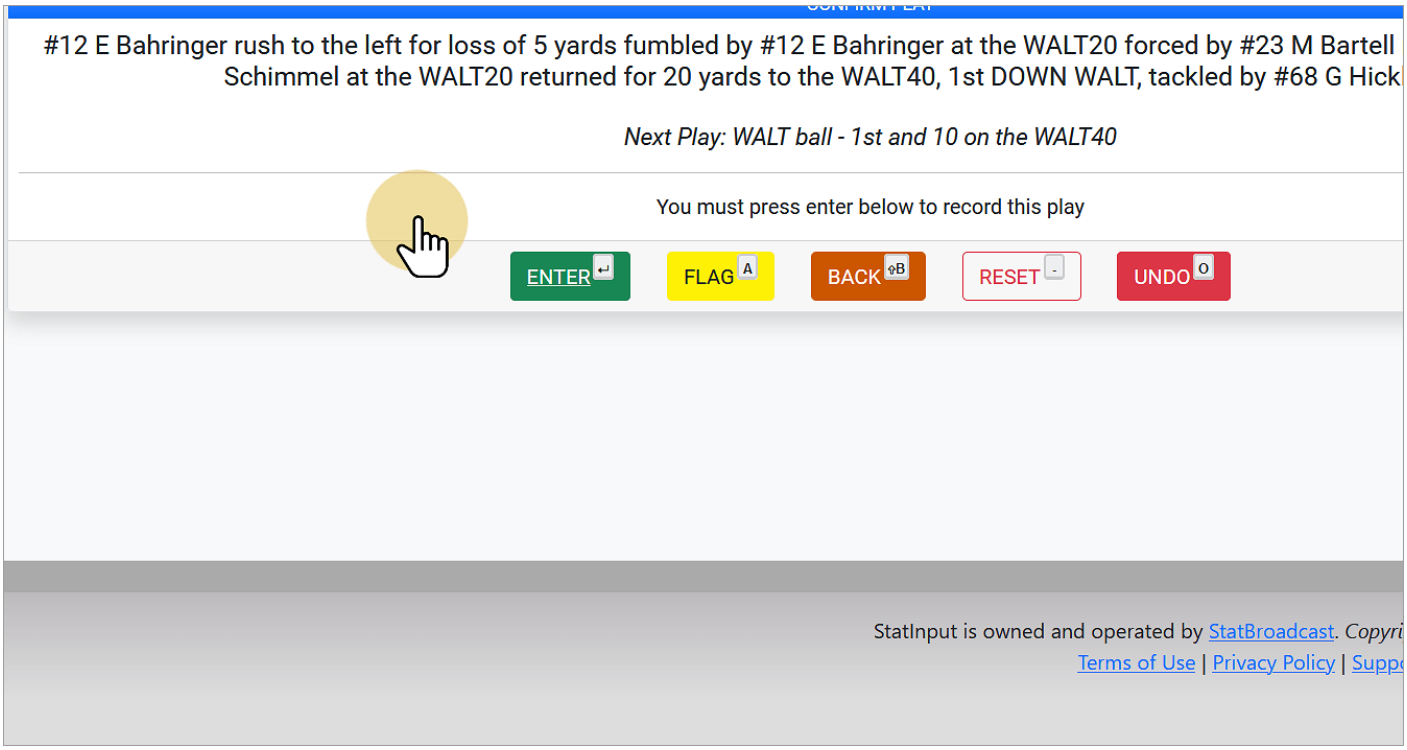
The team and player lateraling the football are automatically set.

Set the spot where the lateral is credited and the player that received the football. Then, finish the play as it resolves.




Play Start
Play End
Confirm
Undo Last O
Game Control
Play Editor
Timeout
Set Clock
End Period
Roster Preferences
End of Play
+ Add Fumble F
+ Add Lateral L
Fumble
Fumble by*
WALT
SCHU
#12 E Bahringer
Select
Spot*
WALT20
Set
Forced
#23 M Bartell (OG)
Select
No Recovery
Recovery*
WALT
SCHU
#65 H Schimmel (OLB)
Select
Spot*
WALT20
Set Yardline
Tackled K
Out of Bounds B
End of Play E
Touchback C
TOUCHDOWN T
SAFETY Y
Spot S
WALT40
Set Yardline
Tackled by 1
#68 G Hickle (QB)
Select
Tackled by 2
Select
Clock C
14:21
Get Time G
Set Time
Next
NEXT
BACK B
RESET -
UNDO O
FLAG A

Click "main"


#12 E Bahringer rush to the left for loss of 5 yards fumbled by #12 E Bahringer at the WALT20 forced by #23 M Bartell
Schimmel at the WALT20 returned for 20 yards to the WALT40, 1st DOWN WALT, tackled by #68 G Hick
Next Play: WALT ball - 1st and 10 on the WALT40
You must press enter below to record this play
ENTER
FLAG A
BACK B
RESET -
UNDO O
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