



statinput

for Football

User's Guide

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.

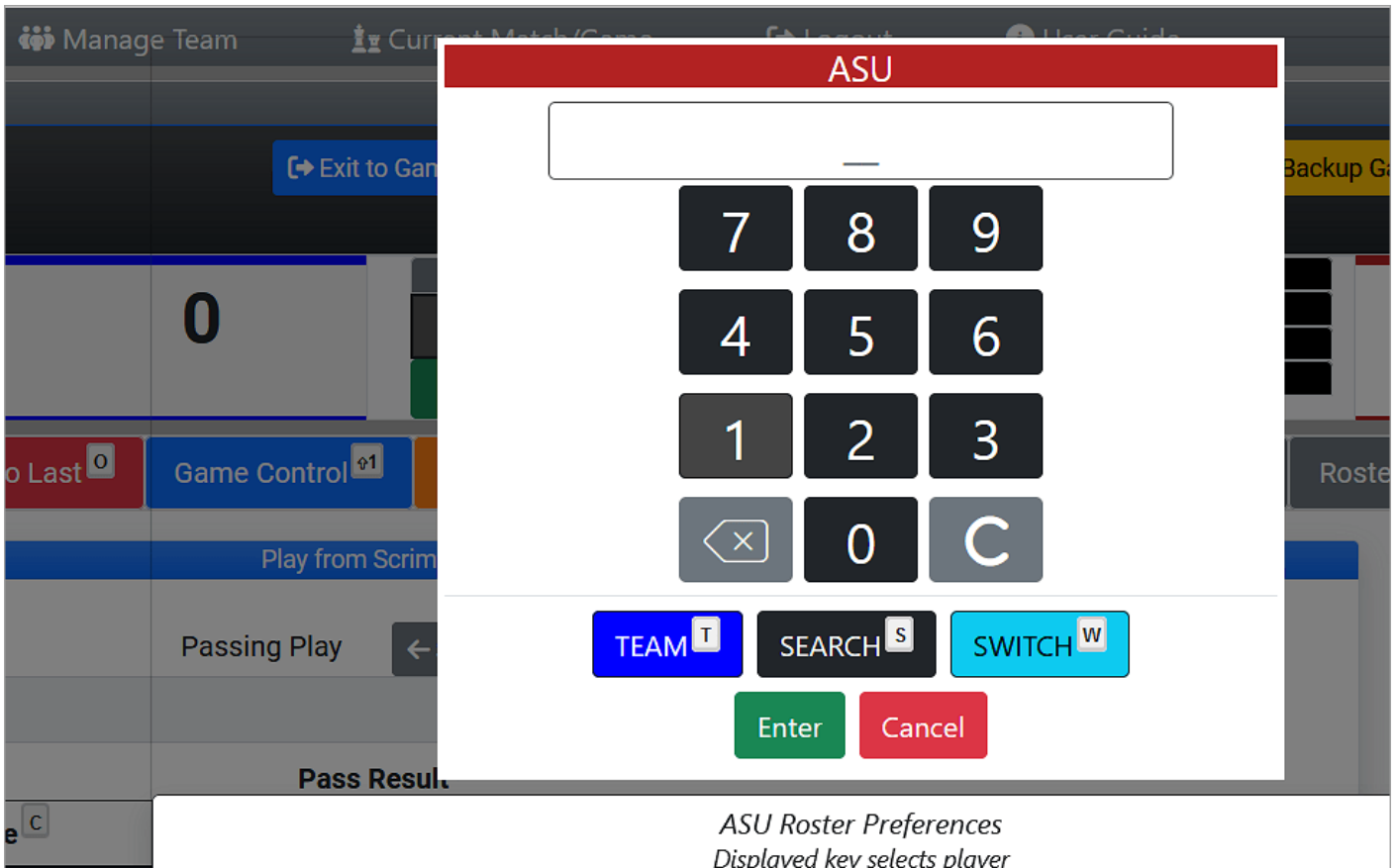
To enter a player who recorded a stat, click into the corresponding text box or button to bring up the Uniform Number entry window.



The screenshot shows the 'Play from Scrimmage' interface. At the top, there's a blue header 'Play from Scrimmage'. Below it, the play type is 'Rushing Play' with a '← Step Back' button. A 'Rusher*' field is highlighted with a hand icon, and a 'Select' button is also highlighted. Below the rusher field is the 'Rush Type' section with buttons for Handoff, Pitch, RPO, Option, Sweep, Reverse, Draw, QB Keeper, QB Scramble, Broken Play, and Kneelown. A 'Fake Punt/FG' toggle is also present. The 'Direction' section has buttons for Left, Middle, and Right. At the bottom, there are four main buttons: NEXT, RESET, UNDO, and FLAG.

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

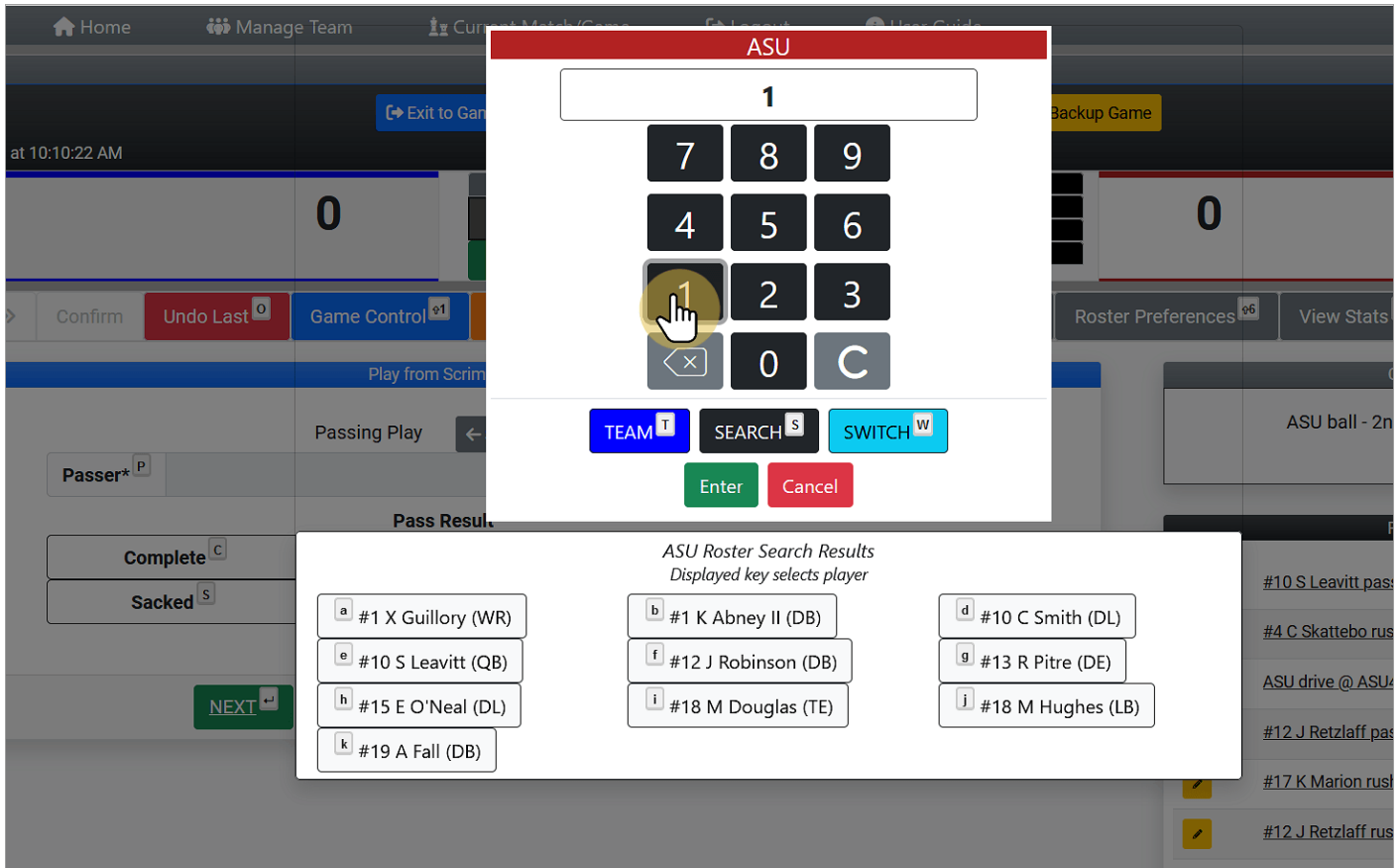
Click or type a player's uniform number.



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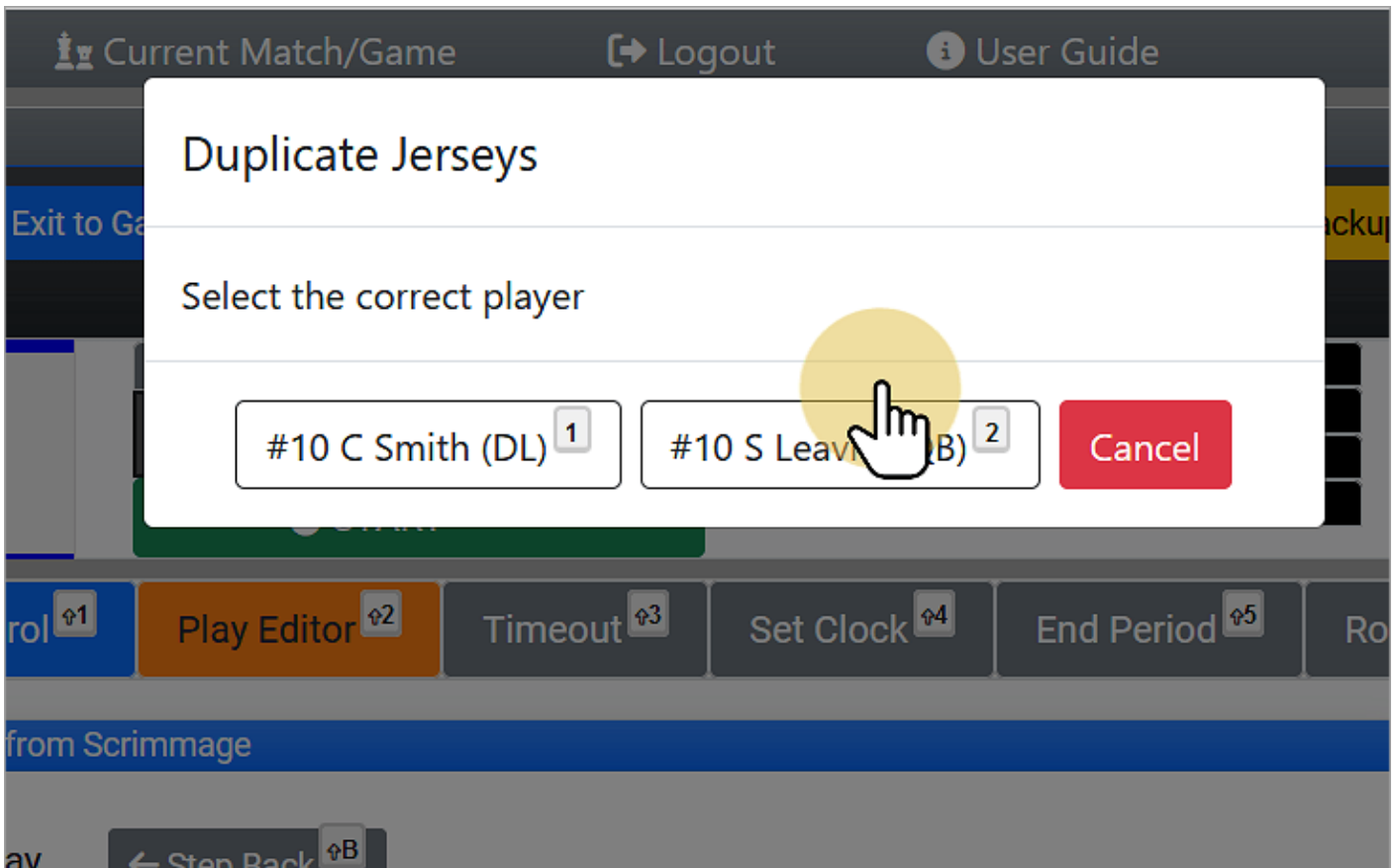
As you type, potential uniform matches are shown below the keypad. You can either continue to type the full uniform number or select one of the players from the search results.

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



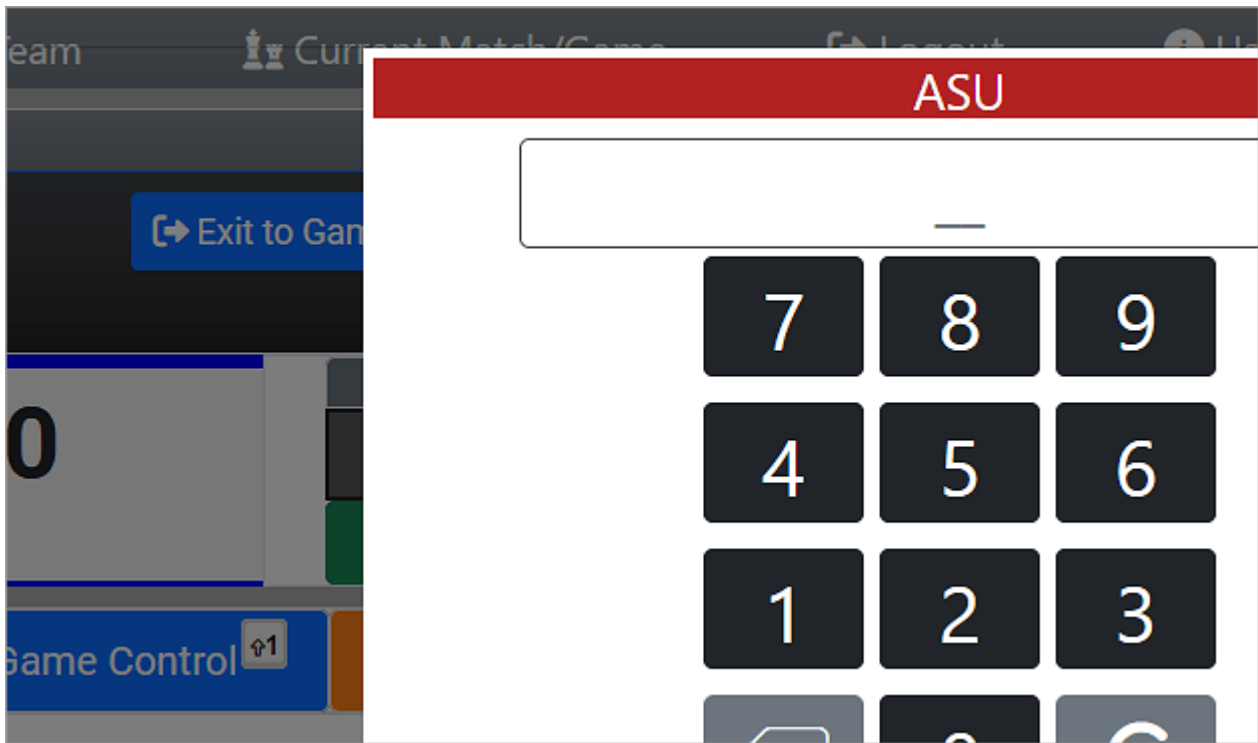
Duplicate Uniform Numbers

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.



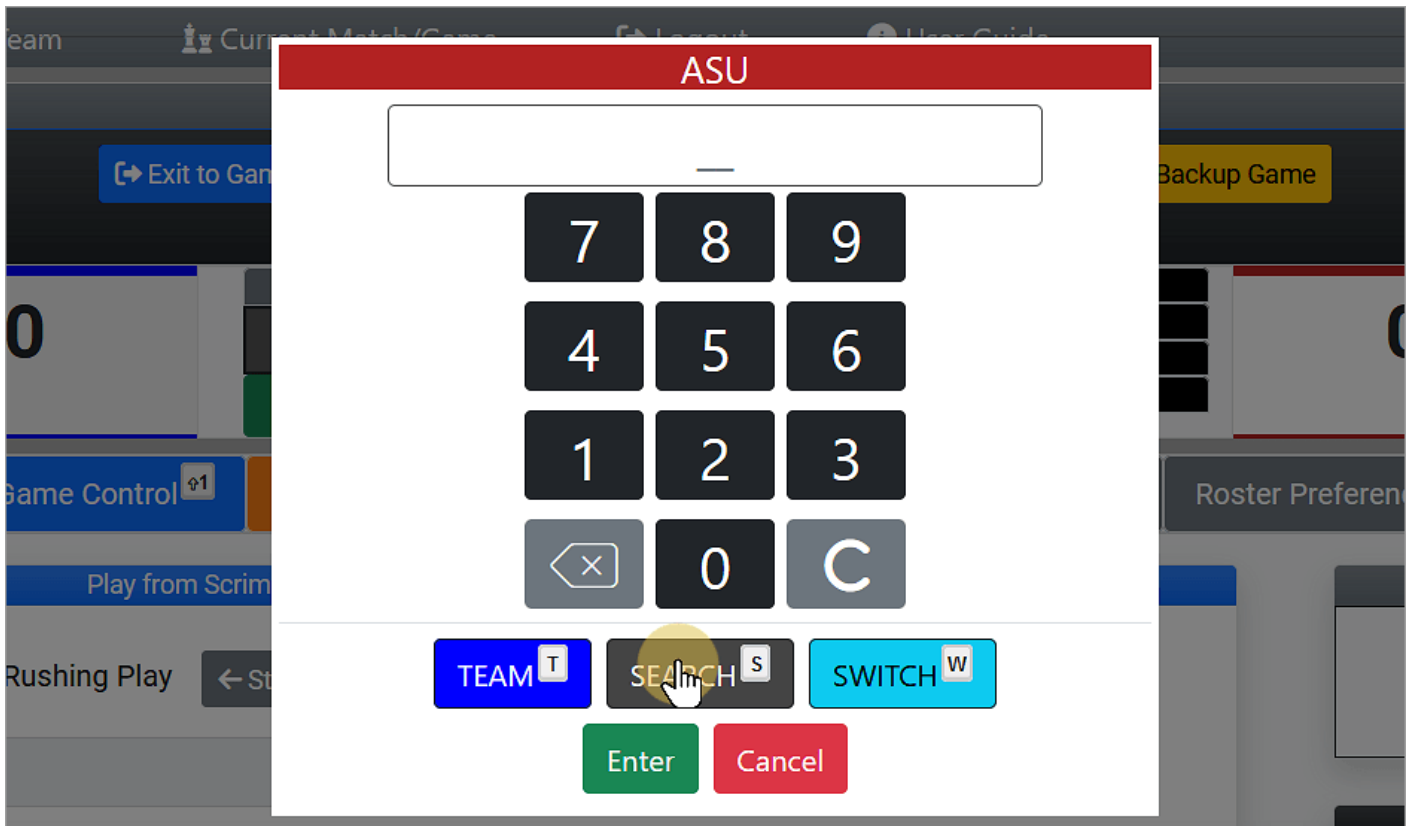
No Player/Unknown Player

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.



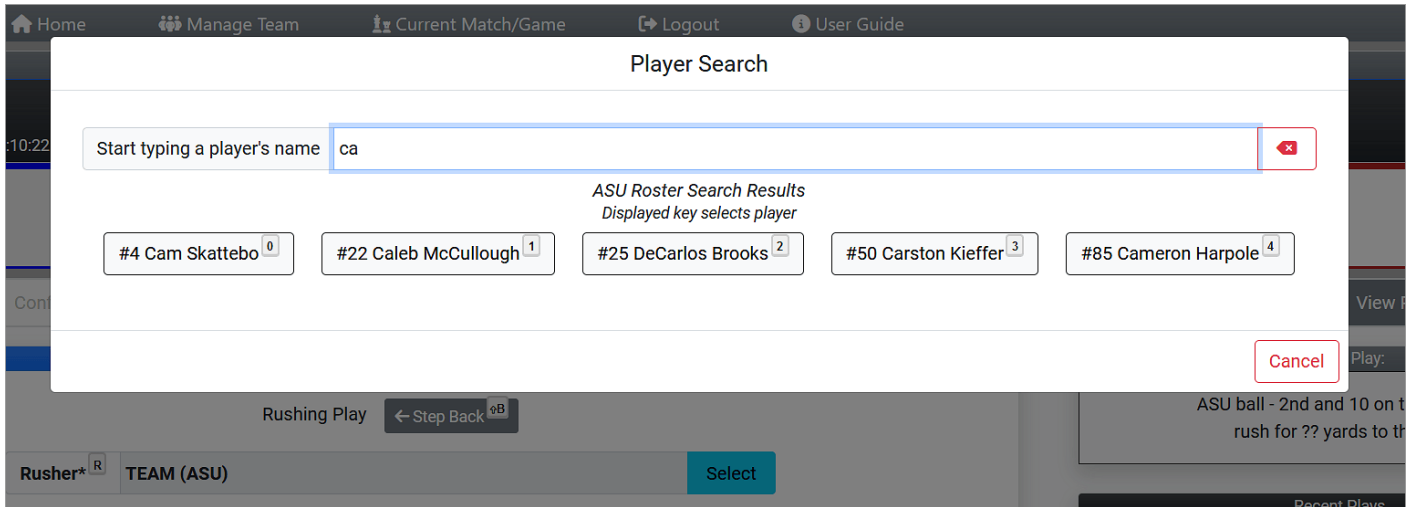
Search By Name

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



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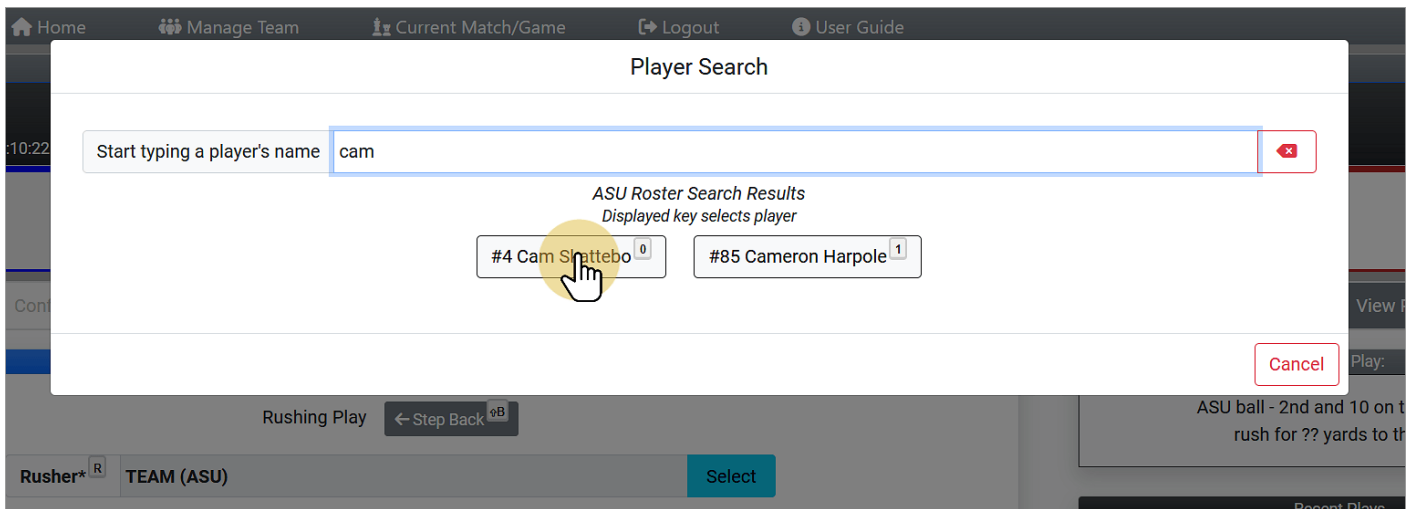
Start typing a player's first or last name into the box. As you type two or more characters, potential matches will be found and displayed.



The screenshot shows a web application interface with a dark top navigation bar containing links for Home, Manage Team, Current Match/Game, Logout, and User Guide. A white modal window titled "Player Search" is open in the center. Inside the modal, there is a search input field with the text "ca" and a red "x" icon to clear it. Below the input field, the text "ASU Roster Search Results" and "Displayed key selects player" is shown. Five player selection buttons are displayed, each with a player number and name: "#4 Cam Skattebo", "#22 Caleb McCullough", "#25 DeCarlos Brooks", "#50 Carston Kieffer", and "#85 Cameron Harpole". A red "Cancel" button is located at the bottom right of the modal. The background shows a "Rushing Play" screen with a "Step Back" button and a "Select" button.

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



The screenshot shows a web application interface for entering plays. At the top, there is a navigation bar with links for Home, Manage Team, Current Match/Game, Logout, and User Guide. A modal window titled "Player Search" is open, featuring a search input field with the text "cam". Below the input field, the text "ASU Roster Search Results" and "Displayed key selects player" is shown. Two search results are displayed as buttons: "#4 Cam Stattebo" and "#85 Cameron Harpole". A yellow circle highlights the "#4 Cam Stattebo" button, with a hand cursor icon pointing to it. A "Cancel" button is located in the bottom right corner of the modal. In the background, a "Rushing Play" form is partially visible, showing a "Step Back" button and a "Select" button. The player name "Rusher*" and team "TEAM (ASU)" are also visible.

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').

End of Play

+ Add Fumble ^F

+ Add Lateral ^L

Tackled ^K	Out of Bounds ^B	End of Play ^E
Touchback ^C	TOUCHDOWN ^T	SAFETY ^Y

Spot ^S

Tackled by ¹

Tackled by ²

Clock ^C

Set Yardline

Select

Select

Get Time ^G

Set Time


NEXT [↵]

BACK [⏪]

RESET ⁻

UNDO ^O

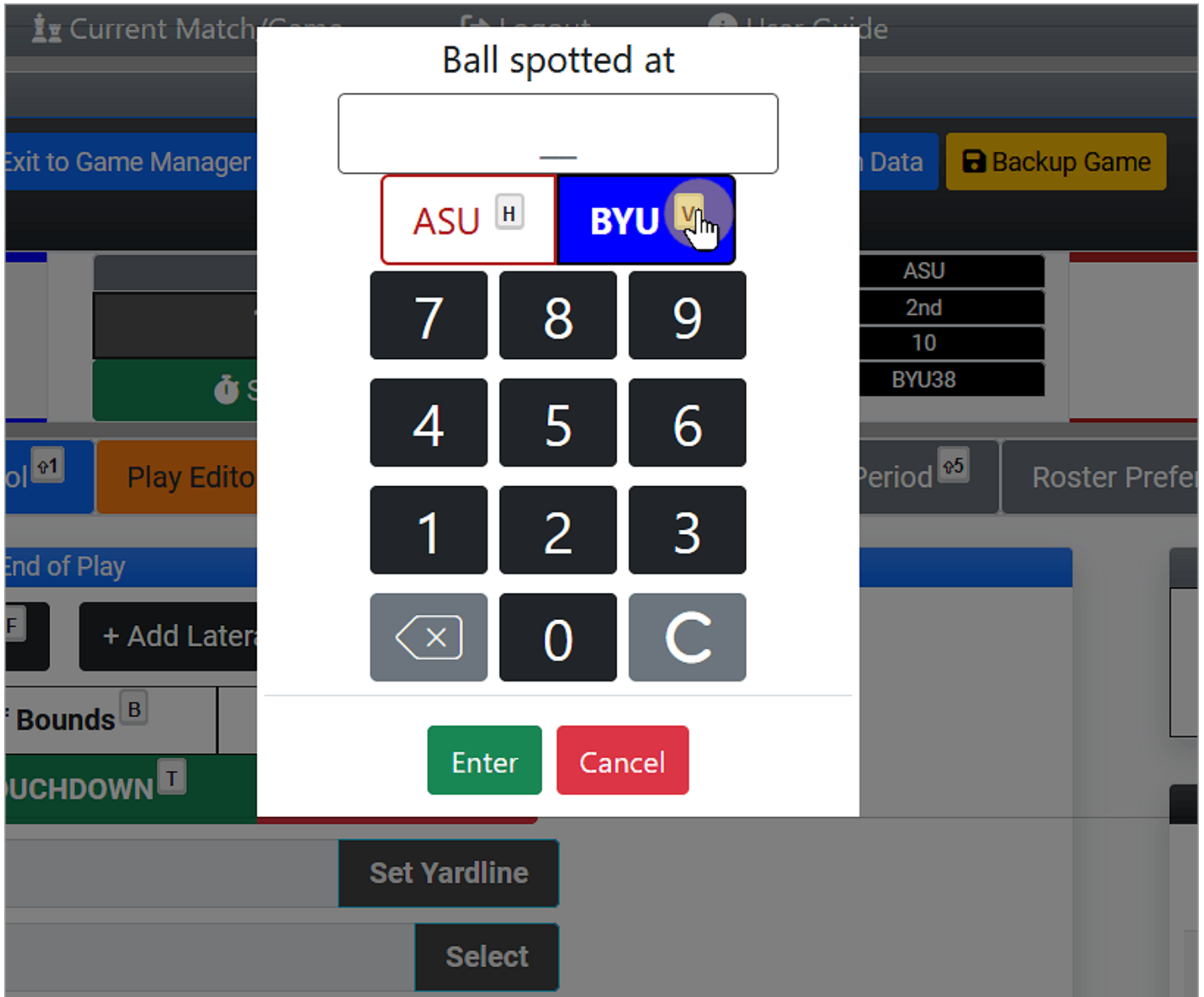
FLAG ^A



StatInput by StatBroadcast

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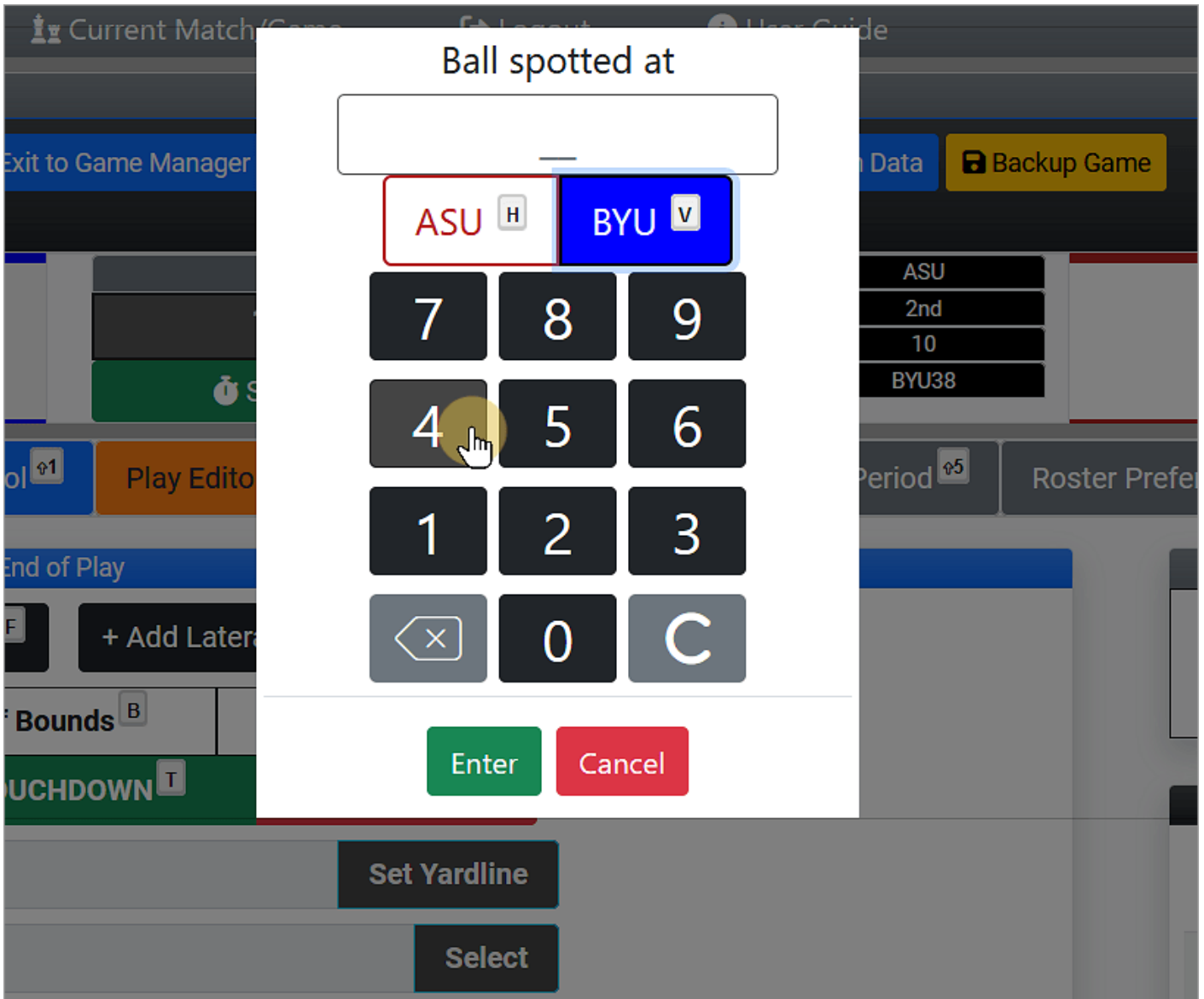
Select the side of the field the spot is on by selecting the team's yard line (you can also key it in with H for home or V for visitor).

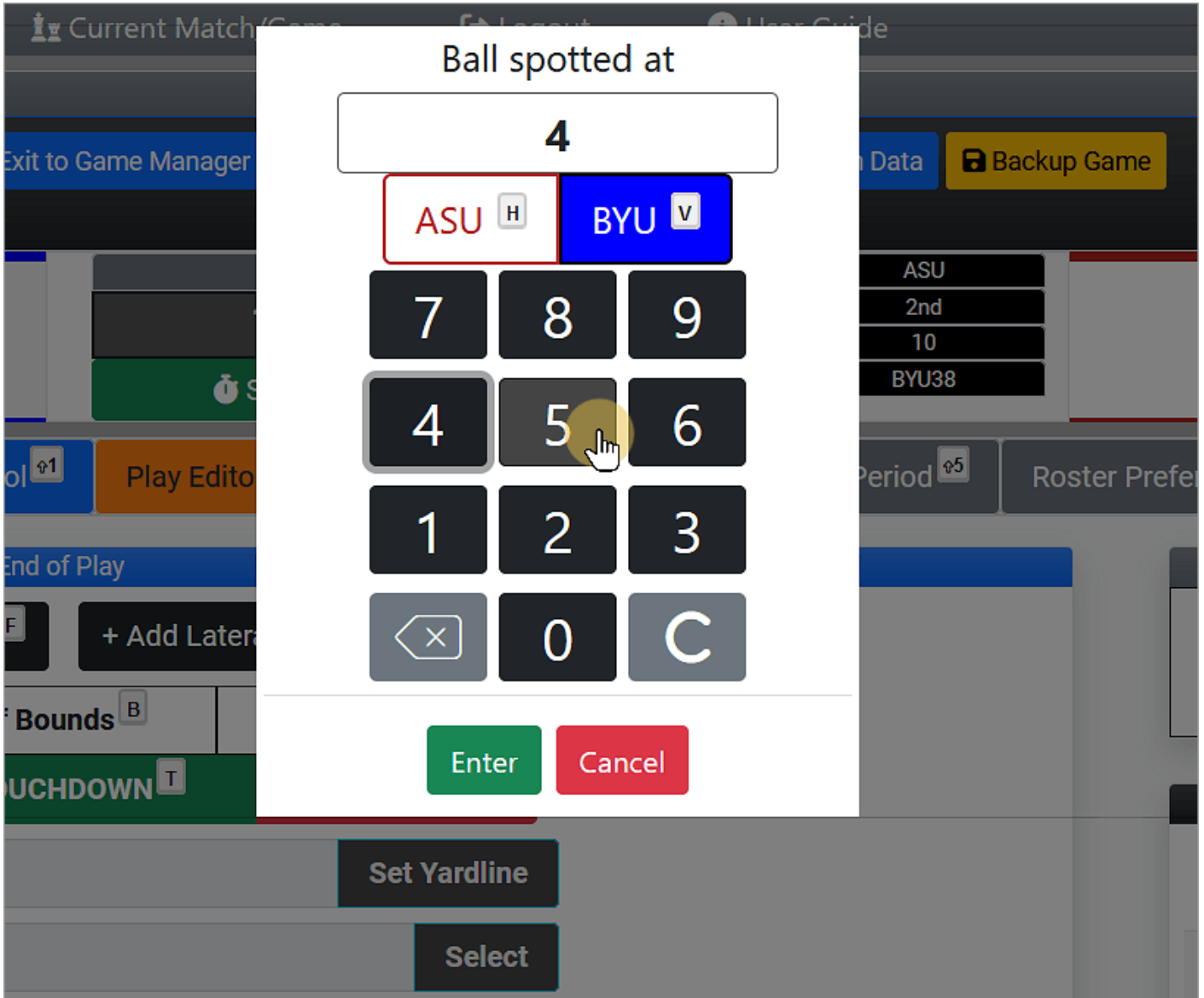


Enter or key in the yardline

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.





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.

Play Start >>
Play End >>
Confirm
Undo Last ^O
Game Control ^{e1}
Play Editor ^{e2}
Timeout ^{e3}
Set Clock ^{e4}
End Period ^{e5}
Roster Pre

Play from Scrimmage

QB (receiving snap) ^Q
#10 S Leavitt
Select
Clear

Pre-Snap ^H

Huddle
No Huddle

Formation

Under Center ^C
Shotgun ^G
Wildcat ^W
Spec Tms ^S

Bad Snap ^B
 Misc Fumble/Recovered ^M

Play Type*

Rush ^R
Pass ^P
Penalty ^E
Punt ^U
FG ^F

NEXT ^N
RESET ^R
UNDO ^O
FLAG ^A

Basic Rushing Play

Select Rush as the play type.

Play Start >>
Play End >>
Confirm
Undo Last ^O
Game Control ^{Q1}
Play Editor ^{Q2}
Timeout ^{Q3}
Set Clock ^{Q4}
End Period ^{Q5}
Roster Pre

Play from Scrimmage

QB (receiving snap) ^Q #10 S Leavitt
Select
Clear

Pre-Snap ^H

Huddle
No Huddle

Formation

Under Center ^C
Shotgun ^G
Wildcat ^W
Spec Tms ^S

Bad Snap ^B
 Misc Fumble/Recovered ^M

Play Type*

Rush ^R
Pass ^P
Penalty ^E
Punt ^U
FG ^F

NEXT ^Q
RESET ^Q
UNDO ^O
FLAG ^A

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

Play Start >>
Play End >>
Confirm
Undo Last ^O
Game Control ^{G1}
Play Editor ^{G2}
Timeout ^{G3}
Set Clock ^{G4}
End Period ^{G5}
Roste

Play from Scrimmage

Rushing Play ← Step Back ^{G8}

Rusher* ^R	#4 C Skattebo (RB)	Select
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Rush Type

Handoff ^H	Pitch ^P	RPO ^U	Option ^T	Sweep ^W	Reverse ^V
Draw ^D	QB Keeper ^K	QB Scramble ^S	Broken Play ^N	Kneelown ^W	

Fake Punt/FG ^F

Direction

Left ^{G9L}

Middle ^{G9M}

Right ^{G9R}

NEXT ^G

RESET ^G

UNDO ^O

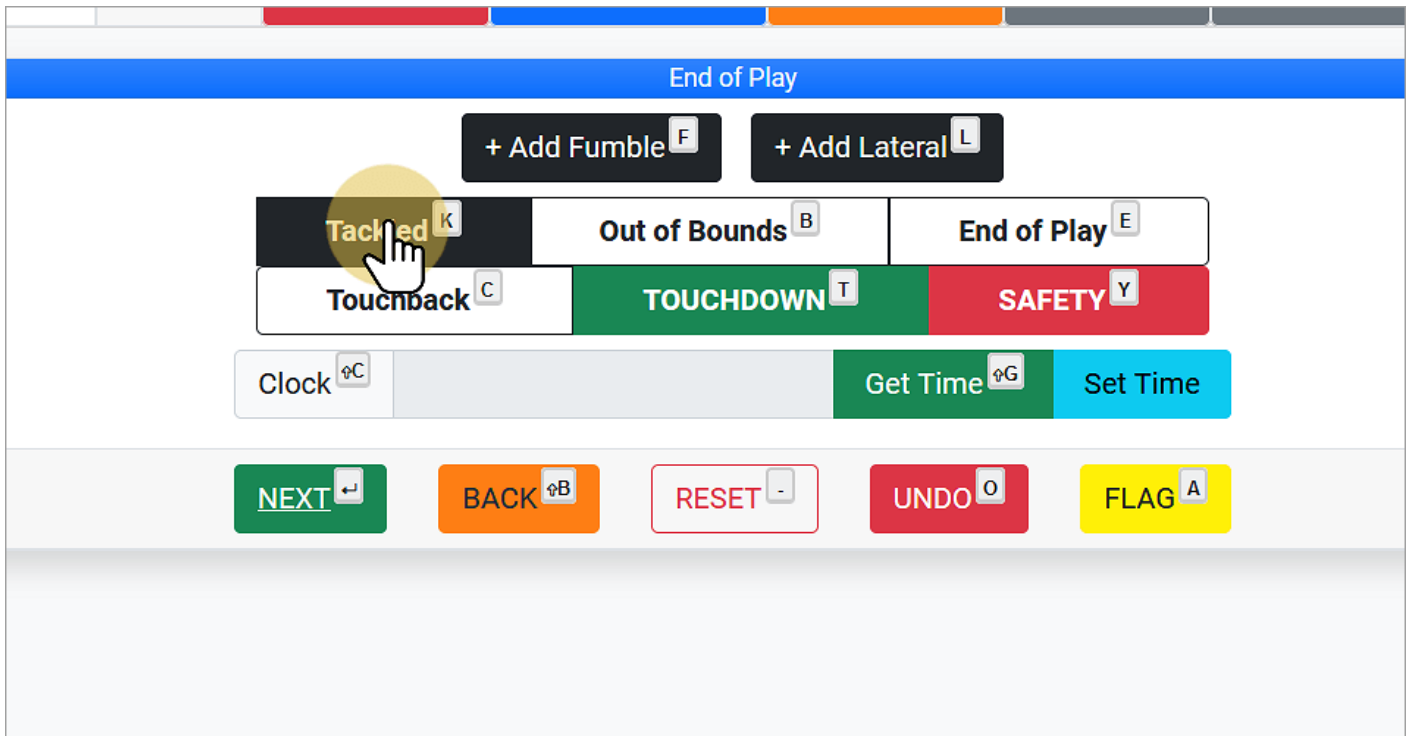
FLAG ^A

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Ending a Play

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



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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.

End of Play

+ Add Fumble F

+ Add Lateral L

Tackled K	Out of Bounds B	End of Play E
Touchback C	TOUCHDOWN T	SAFETY Y

Spot S

Set Yardline

Tackled by 1

Select


Tackled by 2

Select

Clock ⌚C

Get Time ⌚G

Set Time



StatInput by StatBroadcast

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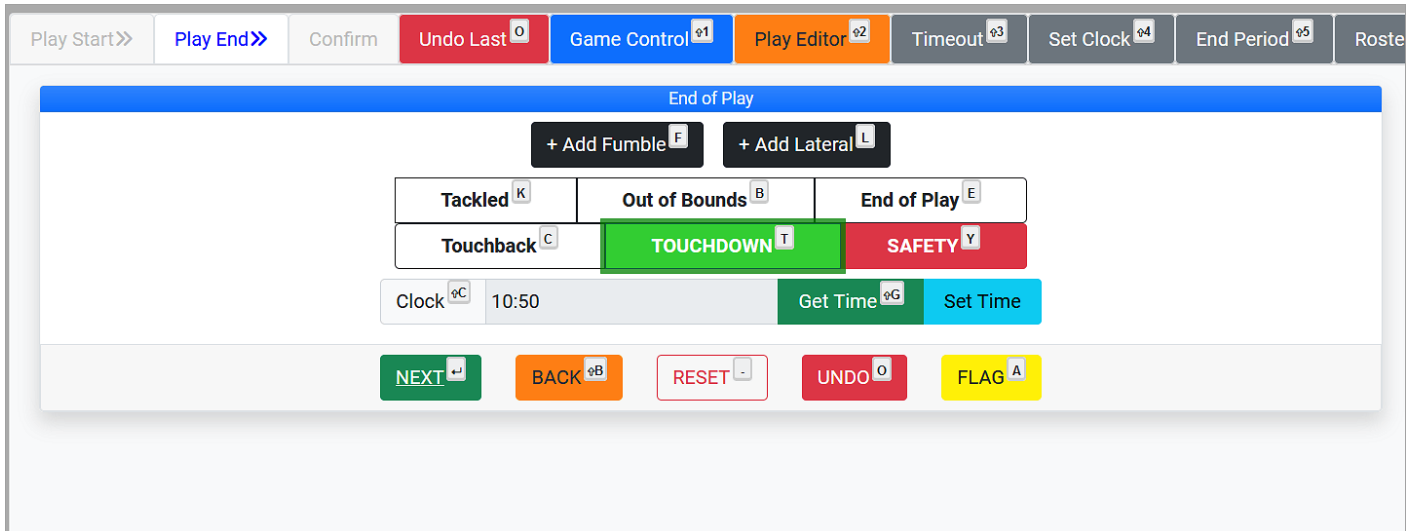
Once all fields have been filled in, click Next

Tackled ^K	Out of Bounds ^B	End of Play ^E
Touchback ^C	TOUCHDOWN ^T	SAFETY ^Y
Spot ^S BYU45	Set Yardline	
Tackled by ¹ #1 M Harper (DB)	Select	
Tackled by ²	Select	
Clock ^{φC} 10:50	Get Time ^{φG}	Set Time
Next	BACK ^{φB}	RESET ⁻
NEXT [↩]	UNDO ^O	FLAG ^A

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

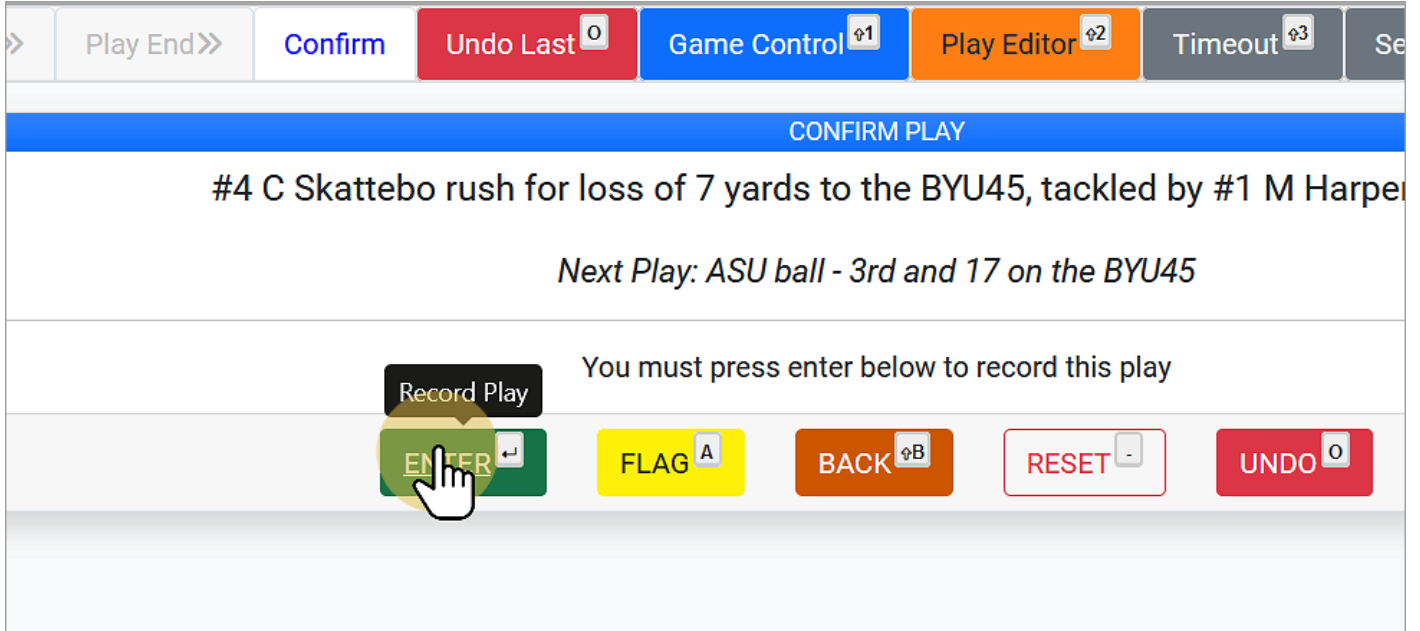
All scoring plays and changes of possession require a clock time set on the play.



The screenshot displays the 'End of Play' interface in the StatInput software. At the top, there is a navigation bar with buttons: 'Play Start >>', 'Play End >>', 'Confirm', 'Undo Last' (with a red background and 'O' key indicator), 'Game Control' (with '1' key indicator), 'Play Editor' (with '2' key indicator), 'Timeout' (with '3' key indicator), 'Set Clock' (with '4' key indicator), 'End Period' (with '5' key indicator), and 'Roste'. Below this is a large blue header labeled 'End of Play'. Underneath the header are two buttons: '+ Add Fumble' (with 'F' key indicator) and '+ Add Lateral' (with 'L' key indicator). The main area contains a grid of outcome buttons: 'Tackled' (with 'K' key indicator), 'Out of Bounds' (with 'B' key indicator), 'End of Play' (with 'E' key indicator), 'Touchback' (with 'C' key indicator), 'TOUCHDOWN' (with 'T' key indicator, highlighted in green), and 'SAFETY' (with 'Y' key indicator, highlighted in red). Below the grid is a 'Clock' section showing '10:50' and buttons for 'Get Time' (with 'G' key indicator) and 'Set Time'. At the bottom, there is a row of control buttons: 'NEXT' (with 'N' key indicator, green background), 'BACK' (with 'B' key indicator, orange background), 'RESET' (with 'R' key indicator, white background with red border), 'UNDO' (with 'O' key indicator, red background), and 'FLAG' (with 'A' key indicator, yellow background).

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.



>> Play End >> Confirm Undo Last ^O Game Control ¹ Play Editor ² Timeout ³ Se

CONFIRM PLAY

#4 C Skattebo rush for loss of 7 yards to the BYU45, tackled by #1 M Harper

Next Play: ASU ball - 3rd and 17 on the BYU45

You must press enter below to record this play

Record Play

ENTER ↵

FLAG ^A

BACK ^B

RESET ⁻

UNDO ^O

Basic Passing Play from Scrimmage

Select
Clear

Pre-Snap ^H

Huddle

No Huddle

Formation

Under Center ^C

Shotgun ^G

Wildcat ^W

Spec Tms ^S

Bad Snap ^B

Misc Fumble/Recovered ^M

Play Type*

Rush ^R

Pass ^P

Penalty ^E

Punt ^U

FG ^F

NEXT ^N

RESET ^R

UNDO ^O

FLAG ^A

6. Basics Concepts - Entering Plays

Select the passer and the result of the pass.

Play End >>
Confirm
Undo Last ^U
Game Control ^{G1}
Play Editor ^{E2}
Timeout ^{T3}
Set Clock ^{C4}
End Period ^{E5}
Roster

Play from Scrimmage

Passing Play
← Step Back ^B

Passer* ^P

Select

Pass Result*

Complete ^C	Incomplete ^I	Intercepted ^N
Sacked ^S	Spiked ^D	QB Scramble ^M

Fake Punt/FG ^K

NEXT ^N

RESET ^R

UNDO ^O

FLAG ^A

6. Basics Concepts - Entering Plays

Play Start >>
Play End >>
Confirm
Undo Last ^O
Game Control ^{v1}
Play Editor ^{e2}
Timeout ^{v3}
Set Clock ^{v4}
End Period ^{v5}
Roster Preferences ^{v6}
View

Play from Scrimmage

Passing Play ← Step Back ^{v8}

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 ^{v7}
RESET ^{v9}
UNDO ^O
FLAG ^A

6. Basics Concepts - Entering Plays

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

Play Start >> Play End >> Confirm Undo Last ^O Game Control ^{Q1} Play Editor ^{Q2} Timeout ^{Q3} Set Clock ^{Q4} End Period ^{Q5} Roster Preferences ^{Q6} View

Play from Scrimmage

Passing Play ← Step Back ^{Q8}

Passer* ^P #15 C Hickle (FS) Select

Pass Result*		
Complete ^C	Incomplete ^I	Intercepted ^N
Sacked ^S	Spiked ^D	QB Scramble ^M

Receiver* ^R No target Select

Yardline Thrown To ^Y Set Yardline

Direction of Pass

Left ^{Q4}	Middle ^{Q5}	Right ^{Q6}
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Fake Punt/FG ^K

QB Hit ^H

QB Knockdown ^K

QB Hurries ^{1 2} First hurry Select Second hurry Select

6. Basics Concepts - Entering Plays

Play Start >>
Play End >>
Confirm
Undo Last ^O
Game Control ^{G1}
Play Editor ^{E2}
Timeout ^{G3}
Set Clock ^{G4}
End Period ^{G5}
Roster Preferences ^{G6}
View

Play from Scrimmage

Passing Play ← Step Back ^{G8}

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
Middle ^M
Right ^R

Punt/FG ^K

QB Hit ^H

QB Knockdown ^K

QB Hurries ¹ ² First hurry Select Second hurry Select

6. Basics Concepts - Entering Plays

Different options are displayed based on the result of the pass

Passer* ^P
Select

Pass Result*

Complete ^C	Incomplete ^I	Intercepted ^N
Sacked ^S	Spiked ^D	QB Scramble ^M

Targeted Receiver ^R
Select

Yardline Thrown To ^Y
Set Yardline

Direction of Pass

Left ^L	Middle ^M	Right ^R
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Fake Punt/FG ^K

Dropped ^D
 Thrown Away ^W
 Uncatchable ^U

QB Hit ^H
 QB Knockdown ^K

Pass Breakup ^E
Select

QB Hurries ^{1 2}
First hurry Select
Second hurry Select

Clock ^C
Get Time ^G
Set Time

NEXT ^N
RESET ^R
UNDO ^O
FLAG ^A

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

End of Play

+ Add Fumble F

+ Add Lateral L

Tackled K

Out of Bounds B

End of Play E

Touchback C

TOUCHDOWN T

SAFETY Y

Spot S SCHU26

Set Yardline

Tackled by 1 #52 B Swaniawski (FB)

Select

Tackled by 2

Select

Clock φC

Get Time φG

Set Time

NEXT ↩

BACK φB

RESET -

UNDO O

FLAG A

6. Basics Concepts - Entering Plays

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 ⌘C*

Get Time ⌘G

Set Time

You must press enter below to record this play

ENTER ⌘

FLAG A

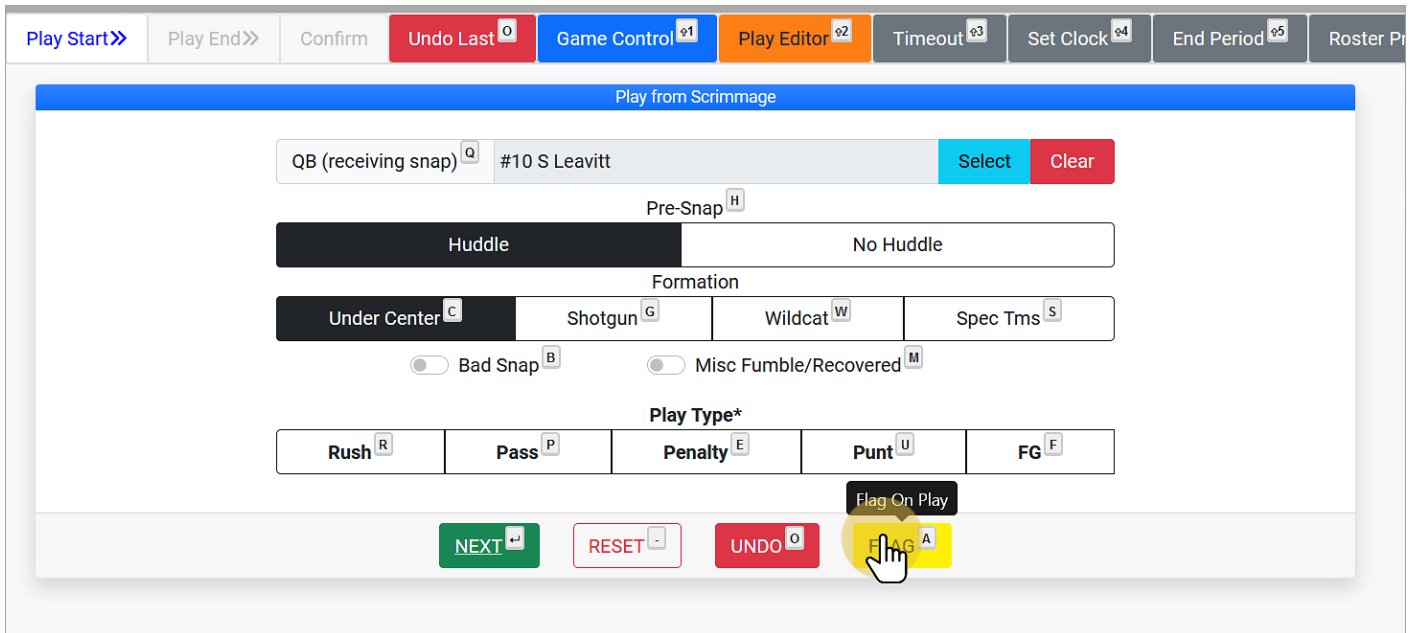
BACK ⌘B

RESET -

UNDO ⌘

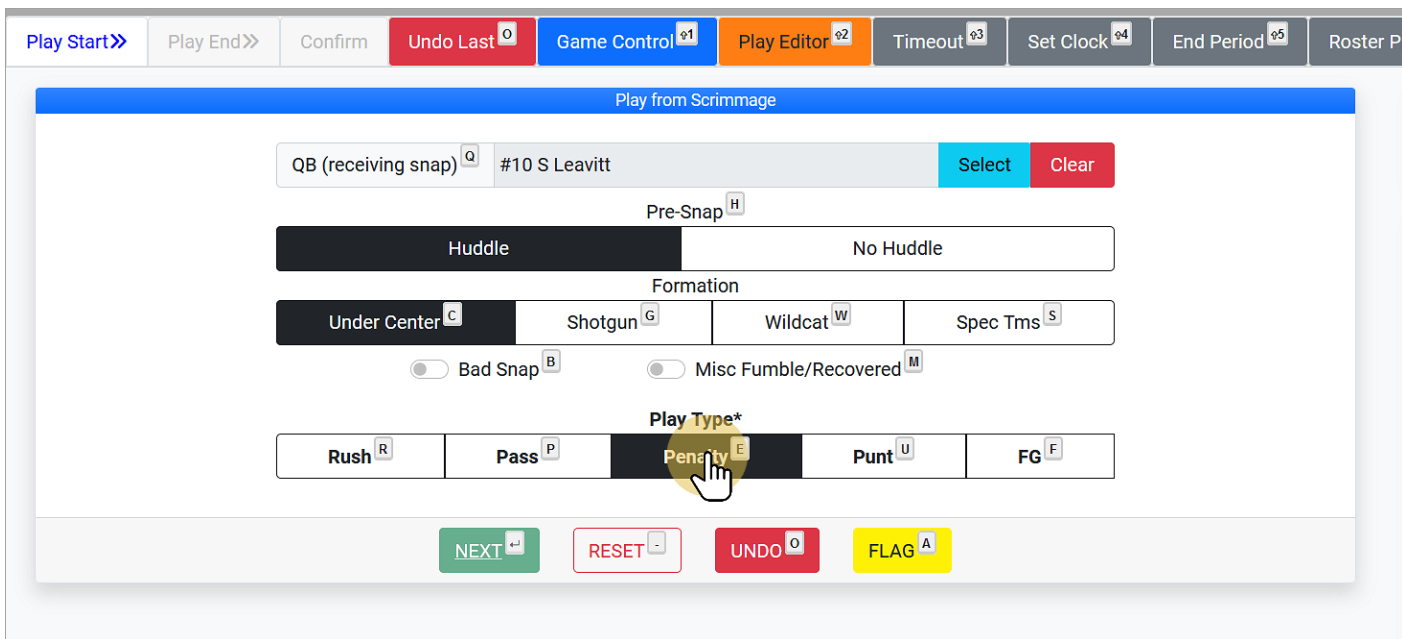
Entering Penalties

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.




The screenshot shows the 'Play from Scrimmage' interface with the following elements:

- Top Navigation:** Play Start, Play End, Confirm, Undo Last (O), Game Control (e1), Play Editor (e2), Timeout (e3), Set Clock (e4), End Period (e5), Roster Pr.
- Player Selection:** QB (receiving snap) #10 S Leavitt. Buttons: Select, Clear.
- Pre-Snap (H):** Huddle, No Huddle.
- Formation:** Under Center (C), Shotgun (G), Wildcat (W), Spec Tms (S).
- Options:** Bad Snap (B), Misc Fumble/Recovered (M).
- Play Type*:** Rush (R), Pass (P), **Penalty (E)**, Punt (U), FG (F).
- Bottom Buttons:** NEXT (n), RESET (-), UNDO (O), FLAG (A).

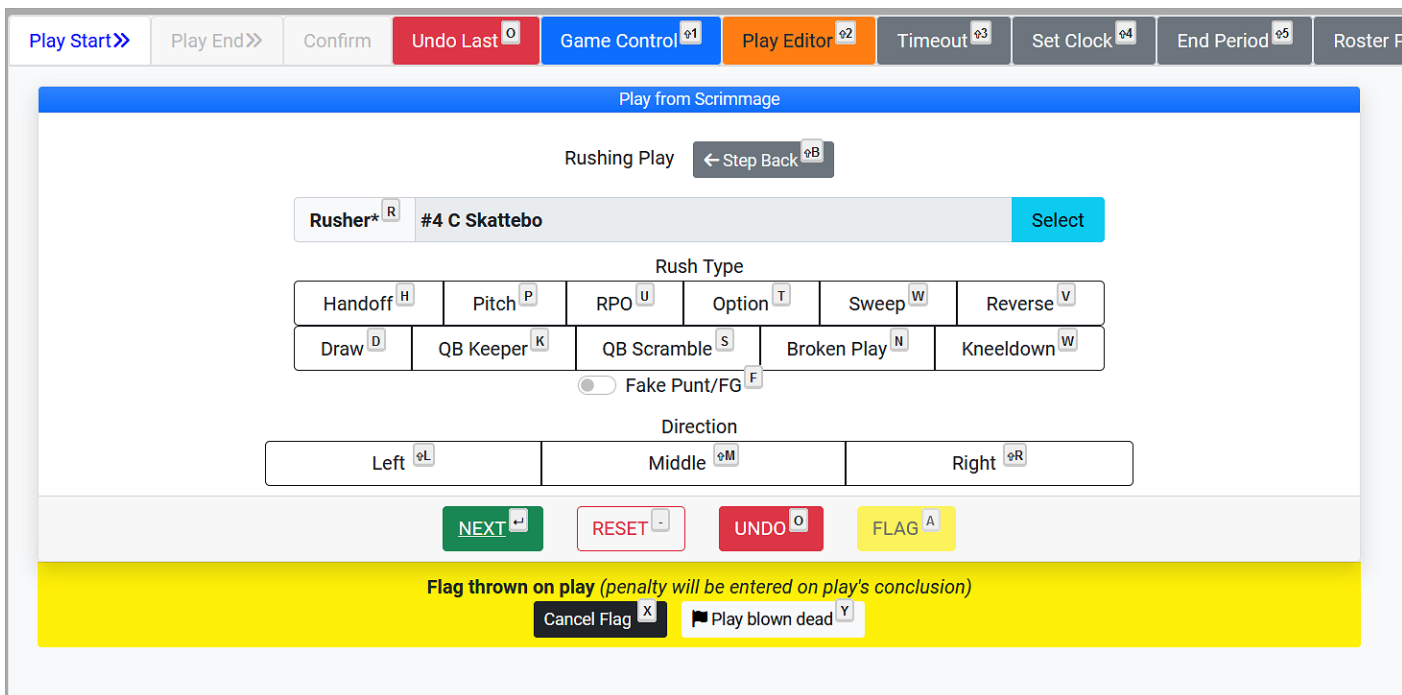
Clicking the flag button will indicate a flag has been thrown.

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

Huddle		No Huddle		
Formation				
Under Center ^C	Shotgun ^G	Wildcat ^W	Spec Tms ^S	
<input type="checkbox"/> Bad Snap ^B	<input type="checkbox"/> Misc Fumble/Recovered ^M			
Play Type*				
Rush ^R	Pass ^P	Penalty ^E	Punt ^U	FG ^F
NEXT [↵]		RESET ⁻	UNDO ^O	FLAG ^A
Flag thrown on play <i>(penalty will be entered on play's conclusion)</i>				
Cancel Flag ^X		 Play blown dead ^Y		

Post-play penalties

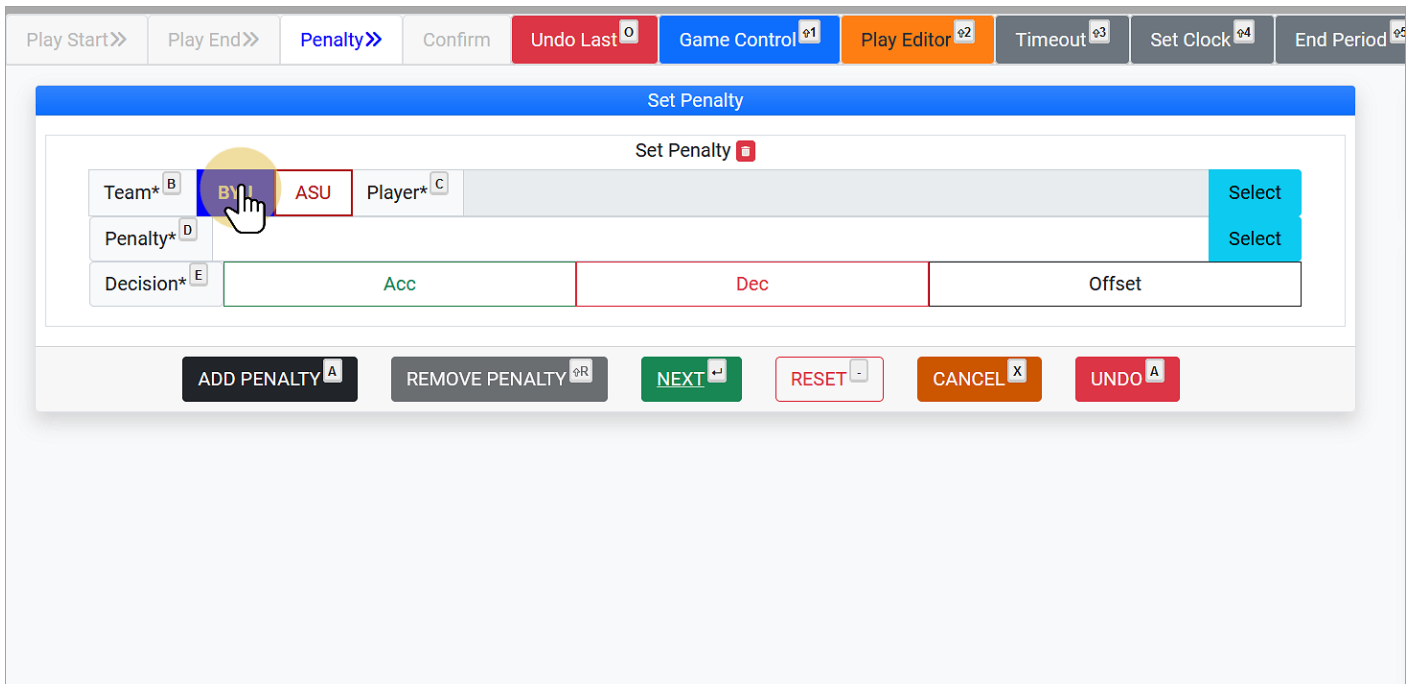
If play continues, click the Flag button (the yellow penalty footer will display) and continue entering the play to its completion. You will be taken to the penalty screen at the conclusion of the play.



The screenshot shows the StatInput interface for entering a play. At the top, there is a navigation bar with buttons: Play Start, Play End, Confirm, Undo Last, Game Control, Play Editor, Timeout, Set Clock, End Period, and Roster P. The main area is titled 'Play from Scrimmage' and shows a 'Rushing Play' configuration. The player is '#4 C Skattebo'. The 'Rush Type' options are: Handoff, Pitch, RPO, Option, Sweep, Reverse, Draw, QB Keeper, QB Scramble, Broken Play, and Kneelown. There is a 'Fake Punt/FG' toggle. The 'Direction' options are Left, Middle, and Right. At the bottom, there are buttons for NEXT, RESET, UNDO, and FLAG. A yellow banner at the bottom states 'Flag thrown on play (penalty will be entered on play's conclusion)' with buttons for 'Cancel Flag' and 'Play blown dead'.

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)



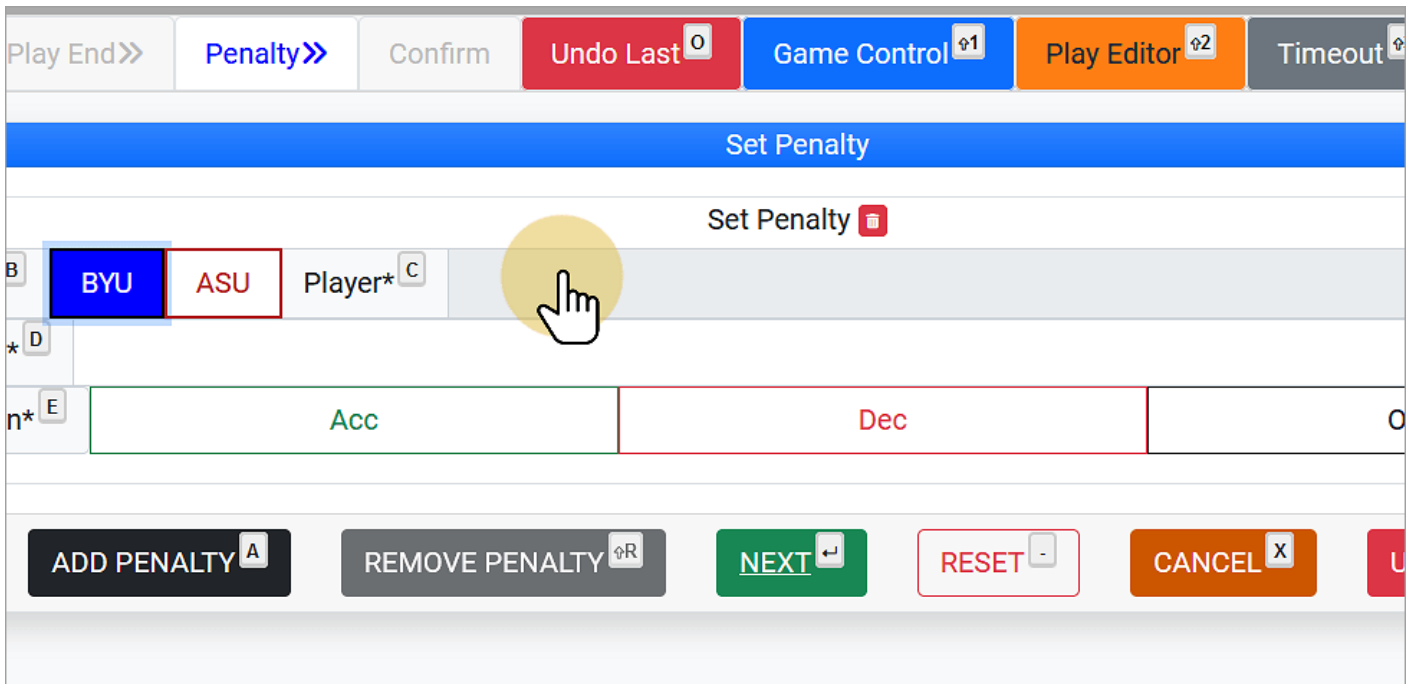
The screenshot displays the 'Set Penalty' interface. At the top, a navigation bar includes buttons for 'Play Start', 'Play End', 'Penalty', 'Confirm', 'Undo Last', 'Game Control', 'Play Editor', 'Timeout', 'Set Clock', and 'End Period'. The main content area is titled 'Set Penalty' and features a form with the following elements:

- Team***: A dropdown menu with 'BYU' selected and 'ASU' visible.
- Player***: An empty text input field.
- Penalty***: A dropdown menu with a 'Select' button.
- Decision***: A form with three columns: 'Acc' (green), 'Dec' (red), and 'Offset'.

At the bottom of the interface, there are several action buttons: 'ADD PENALTY', 'REMOVE PENALTY', 'NEXT', 'RESET', 'CANCEL', and 'UNDO'.

6. Basics Concepts - Entering Plays

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



The screenshot shows the 'Set Penalty' interface. At the top, there is a navigation bar with buttons: 'Play End', 'Penalty', 'Confirm', 'Undo Last', 'Game Control', 'Play Editor', and 'Timeout'. Below this is a blue bar with the text 'Set Penalty'. Underneath, there is a 'Set Penalty' button with a trash icon. The main area features a 'Player*' dropdown menu with 'BYU' and 'ASU' options. A hand cursor is pointing at the 'Player*' field. Below the dropdown is a table with columns 'Acc' and 'Dec'. At the bottom, there are buttons for 'ADD PENALTY', 'REMOVE PENALTY', 'NEXT', 'RESET', and 'CANCEL'.

6. Basics Concepts - Entering Plays

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

Play Start >>
Play End >>
Penalty >>
Confirm
Undo Last ^O
Game Control ^{⌘1}
Play Editor ^{⌘2}
Timeout ^{⌘3}
Set Clock ^{⌘4}
End Period ^{⌘5}

Set Penalty

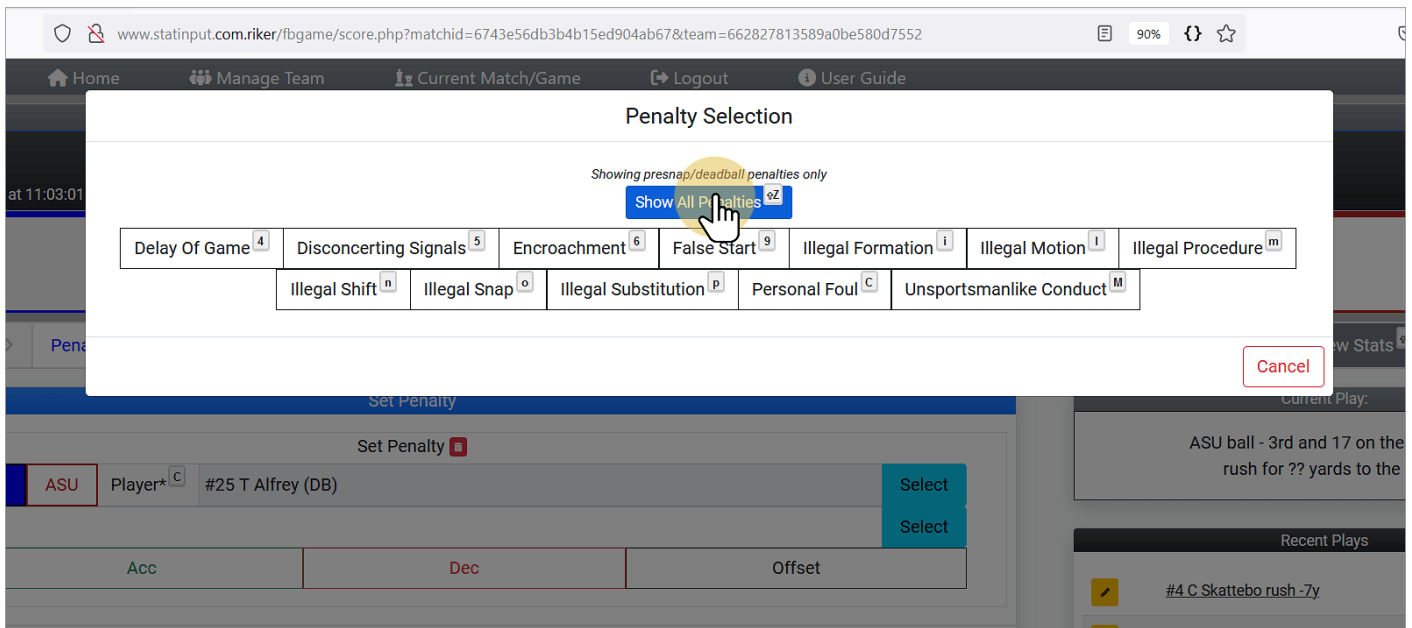
Set Penalty ■

Team* ^B	BYU	ASU	Player* ^C	#25 T Alfrey (DB)	Select
Penalty* ^D					Select
Decision* ^E	Acc		Dec		Offset

ADD PENALTY ^A
REMOVE PENALTY ^{⌘R}
NEXT ^{⌘↵}
RESET ⁻
CANCEL ^X
UNDO ^A

6. Basics Concepts - Entering Plays

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



The screenshot shows the StatInput web interface. A 'Penalty Selection' dialog box is open, displaying a list of foul types with checkboxes. A blue button labeled 'Show All Penalties' is highlighted with a yellow circle and a hand cursor. Below the dialog, a 'Set Penalty' form is visible, showing a player selection dropdown with 'ASU' selected and a 'Set Penalty' button. The form also includes fields for 'Acc', 'Dec', and 'Offset'.

Penalty Selection Dialog:

- Showing presnap/deadball penalties only
- Show All Penalties (blue button)
- Delay Of Game
- Disconcerting Signals
- Encroachment
- False Start
- Illegal Formation
- Illegal Motion
- Illegal Procedure
- Illegal Shift
- Illegal Snap
- Illegal Substitution
- Personal Foul
- Unsportsmanlike Conduct

Set Penalty Form:

- Set Penalty
- ASU Player*
- Select
- Select
- Acc
- Dec
- Offset

Recent Plays:

- #4 C Skattebo rush -7y

Select the foul that has been called.

Note: fouls are listed in alphabetical order

Showing all penalties
Show Most Common ^{oZ}

Block below the waist ⁰	Blocking Out Of Bounds ¹	Chop Block ²	Clipping ³	Delay Of Game ⁴	Disconcerting Signals ⁵		
Encroachment ⁶	Equipment Violation ⁷	Face mask ⁸	False Start ⁹	Fighting ^a	Holding ^b	Horse Collar Tackle ^c	Hurdling ^d
Illegal Bat ^e	Illegal Block after FC ^f	Illegal Block in the Back ^g	Illegal Contact With Snapper ^h	Illegal Formation ⁱ			
Illegal Forward Handoff ^j	Illegal Forward Pass ^k	Illegal Motion ^l	Illegal Procedure ^m	Illegal Shift ⁿ	Illegal Snap ^o		
Illegal Substitution ^p	Illegal Touch Of Kick ^q	Illegal Touch-Pass ^r	Illegal use of the hands ^s	Illegal Wedge ^t			
Ineligible Receiver Downfield ^u	Intentional Grounding ^v	Kick Catch Interference ^w	Kickoff Out of Bounds ^x	Leaping ^y	Leverage ^z		
Offsides ^A	Pass Interference ^B	Personal Foul ^C	Returning from Out Of Bounds ^D	Roughing the Holder ^E	Roughing the Kicker ^F		
Roughing the Passer ^G	Running Into the Holder ^H	Running Into the kicker ^I	Targeting ^J	Tripping ^K	Unnecessary Roughness ^L		
	Unsportsmanlike Conduct ^M	Sideline Interference ^N	Other Penalty ^O				

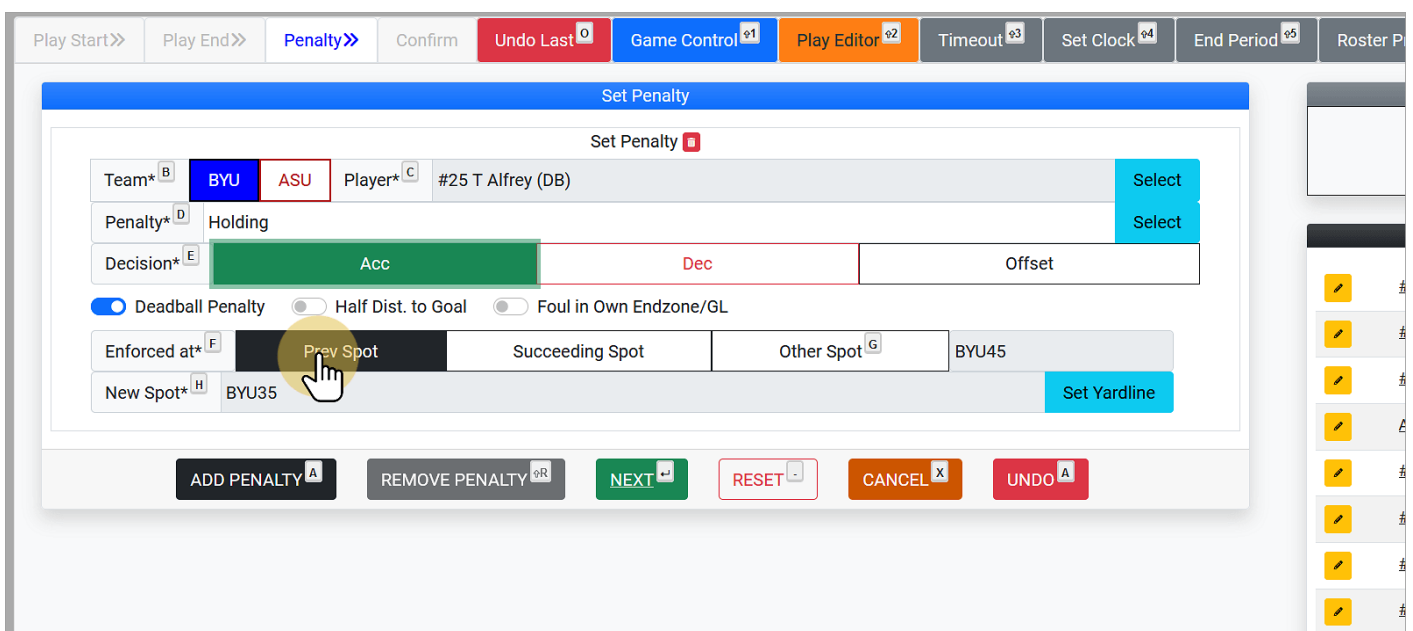
Select the penalty enforcement spot.

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).



The screenshot shows the 'Set Penalty' interface. At the top, there is a navigation bar with buttons: Play Start, Play End, Penalty, Confirm, Undo Last, Game Control, Play Editor, Timeout, Set Clock, End Period, and Roster P. The main window is titled 'Set Penalty' and contains the following fields and controls:

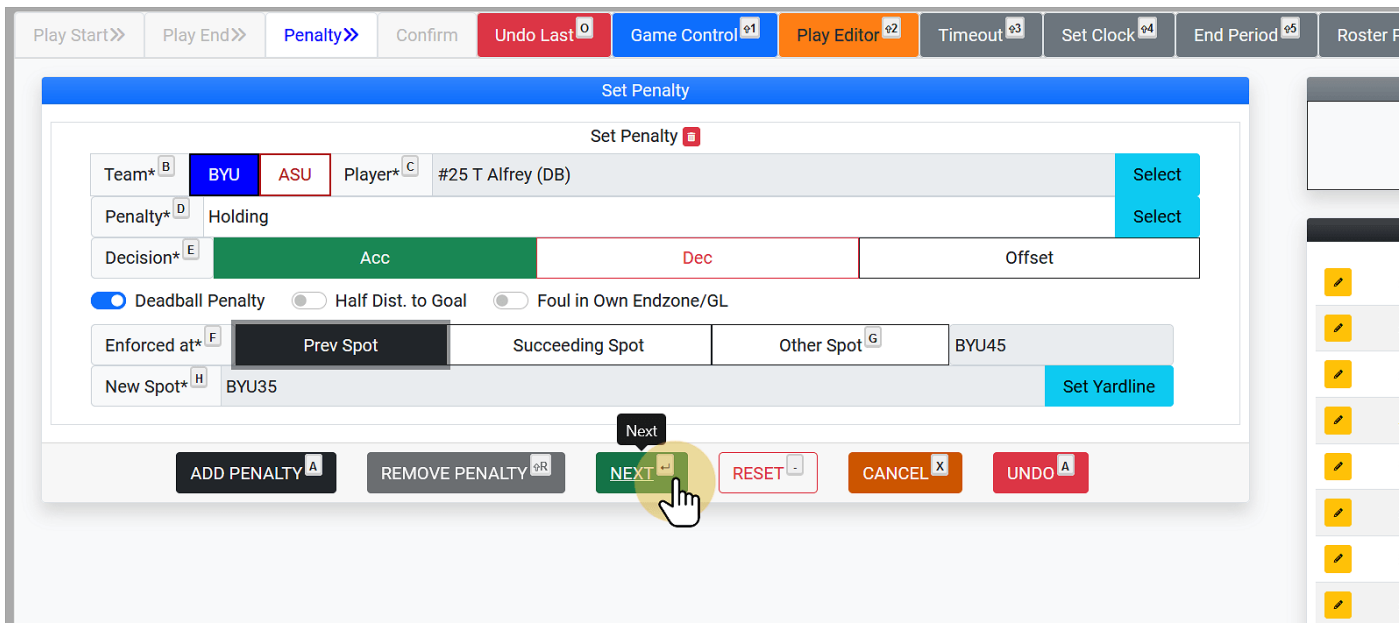
- Team:** BYU (selected), ASU
- Player:** #25 T Alfrey (DB)
- Penalty:** Holding
- Decision:** Acc (selected), Dec, Offset
- Options:** Deadball Penalty (checked), Half Dist. to Goal (unchecked), Foul in Own Endzone/GL (unchecked)
- Enforced at:** BYU45 (selected), Prev Spot (highlighted with a yellow circle), Succeeding Spot, Other Spot
- New Spot:** BYU35
- Buttons:** ADD PENALTY, REMOVE PENALTY, NEXT, RESET, CANCEL, UNDO

6. Basics Concepts - Entering Plays

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.



Play Start >> Play End >> **Penalty >>** Confirm Undo Last ⁰ Game Control ^{e1} Play Editor ^{e2} Timeout ^{e3} Set Clock ^{e4} End Period ^{e5} Roster P

Set Penalty

Set Penalty ⊞

Team* ^B **BYU** **ASU** Player* ^C #25 T Alfrey (DB) Select

Penalty* ^D Holding Select

Decision* ^E **Acc** **Dec** Offset

Deadball Penalty Half Dist. to Goal Foul in Own Endzone/GL


Enforced at* ^F **Prev Spot** Succeeding Spot Other Spot ^G BYU45 Set Yardline

New Spot* ^H BYU35 Set Yardline

ADD PENALTY ^A **REMOVE PENALTY** ^{eR} **NEXT** ^e **RESET** ^e **CANCEL** ^x **UNDO** ^A

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.

Acc		Dec		Offset	
Half Dist. to Goal <input type="checkbox"/> Foul in Own Endzone/GL					
Yard Spot	Succeeding Spot	Other Spot ^G	BYU45		
					Set Yardline
Set Penalty 					
Player* ^T					Select
Select					
Acc		Dec		Offset	
REMOVE PENALTY ^R		NEXT [↩]	RESET ⁻	CANCEL ^X	UNDO ^A

Multiple Penalties

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

Penalty*	Holding		
Decision* ^E	Acc	Dec	
<input checked="" type="checkbox"/> Deadball Penalty	<input type="checkbox"/> Half Dist. to Goal	<input type="checkbox"/> Foul in Own Endzone/GL	
Enforced at* ^F	Prev Spot	Succeeding Spot	Other Spot ^G
New Spot* ^H	BYU35		

ADD

ADD PENALTY^A
REMOVE PENALTY^R
NEXT^J
RESET⁻
CANCEL^X

6. Basics Concepts - Entering Plays

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

Play Start» Play End» Penalty» Confirm Undo Last Game Control Play Editor Timeout Set Clock End Period Roster P

Set Penalty

Set Penalty ■

Team* ^B	BYU	ASU	Player* ^C	#25 T Alfrey (DB)	Select			
Penalty* ^D	Holding					Select		
Decision* ^E	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; background-color: #28a745; color: white; text-align: center;">Acc</td> <td style="width: 33%; border: 1px solid #dc3545; color: red; text-align: center;">Dec</td> <td style="width: 33%; text-align: center;">Offset</td> </tr> </table>					Acc	Dec	Offset
Acc	Dec	Offset						
<input checked="" type="radio"/> Deadball Penalty <input type="radio"/> Half Dist. to Goal <input type="radio"/> Foul in Own Endzone/GL								
Enforced at* ^F	Prev Spot	Succeeding Spot	Other Spot ^G	BYU45				
New Spot* ^H	BYU35				Set Yardline			

Set Penalty ■

Team* ^J	BYU	ASU	Player* ^K	#65 J Atkins (OL)	Select			
Penalty* ^L						Select		
Decision* ^M	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; background-color: #28a745; color: white; text-align: center;">Acc</td> <td style="width: 33%; border: 1px solid #dc3545; color: red; text-align: center;">Dec</td> <td style="width: 33%; text-align: center;">Offset</td> </tr> </table>					Acc	Dec	Offset
Acc	Dec	Offset						

Prior to
Alfrey) enf

✎	#
✎	#
✎	#
✎	#
✎	#
✎	#
✎	#

StatInput by StatBroadcast

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6. Basics Concepts - Entering Plays

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.

6. Basics Concepts - Entering Plays

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.

Team*^B BYU ASU Player*^C #25 T Alfrey (DB) Select

Penalty*^D Holding Select

Decision*^E Acc Dec Offset

Deadball Penalty Half Dist. to Goal Foul in Own Endzone/GL

Enforced at*^F Prev Spot Succeeding Spot Other Spot*^G BYU45

New Spot*^H BYU35 Set Yardline

Alfrey) en

✎

✎

✎

✎

✎

✎

✎

✎

✎

✎

Set Penalty ■

Team*^J BYU ASU Player*^K TEAM (BYU) Select

Penalty*^L Unsportsmanlike Conduct Select

Decision*^M Acc Dec Offset

Deadball Penalty Half Dist. to Goal Foul in Own Endzone/GL

Enforced at*^N Prev Spot Succeeding Spot Other Spot*^P

New Spot*^Q Set Yardline

ADD PENALTY ^A

REMOVE PENALTY ^R

NEXT ^N

RESET ^R

CANCEL ^X

UNDO ^A

6. Basics Concepts - Entering Plays

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

Play Start>>
Play End>>
Penalty>>
Confirm
Undo Last ^⓪
Game Control ^{⓪1}
Play Editor ^{⓪2}
Timeout ^{⓪3}
Set Clock ^{⓪4}
End Period

Set Penalty

Set Penalty ⓪

Team* [ⓑ]	BYU	ASU	Player* [Ⓒ]	#25 T Alfrey (DB)	Select
Penalty* [Ⓓ]	Holding				Select
Decision* [Ⓔ]	Acc	Dec	Offset		

Deadball Penalty
 Half Dist. to Goal
 Foul in Own Endzone/GL

Enforced at* [Ⓕ]	Prev Spot	Succeeding Spot	Other Spot* [Ⓖ]	BYU45
New Spot* [Ⓖ]	BYU35			Set Yardline

Set Penalty ⓪

Team* [Ⓢ]	BYU	ASU	Player* [Ⓣ]		Select
Penalty* [Ⓤ]					Select
Decision* [Ⓥ]	Acc	Dec	Offset		

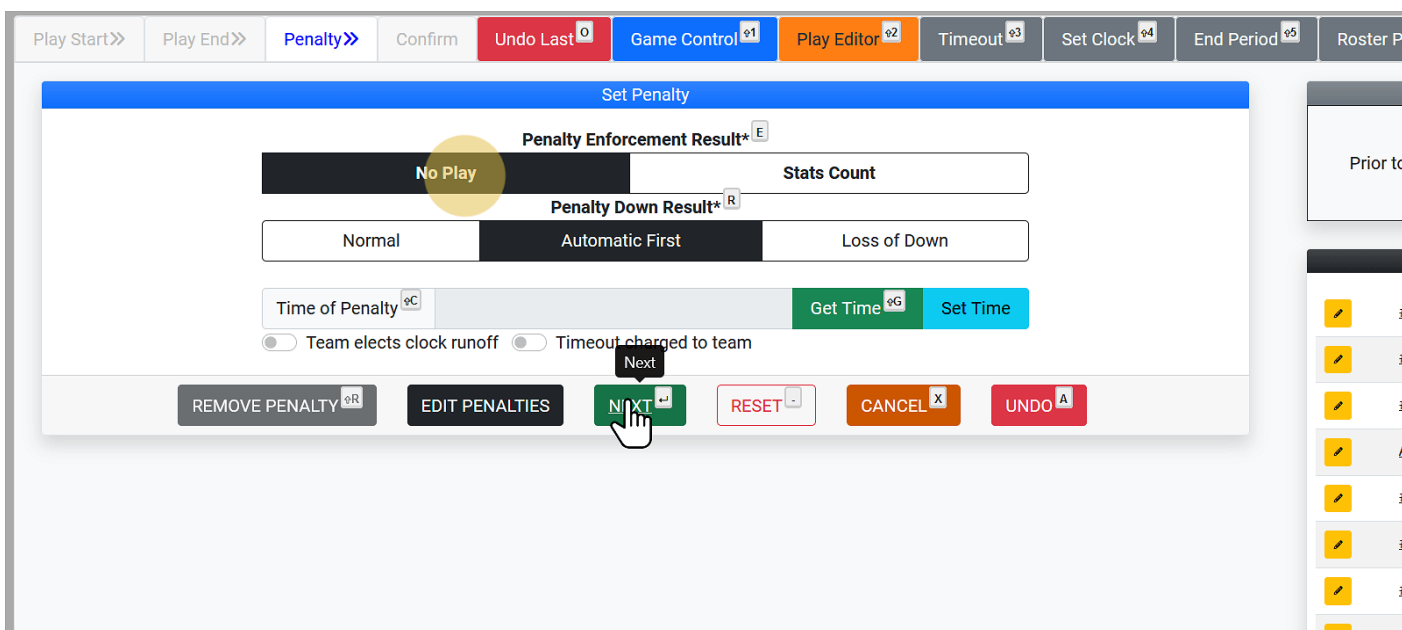
ADD PENALTY [Ⓐ]
REMOVE PENALTY ^{⓪R}
NEXT ^⓪
RESET ^⓪
CANCEL [ⓧ]
UNDO [Ⓐ]

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



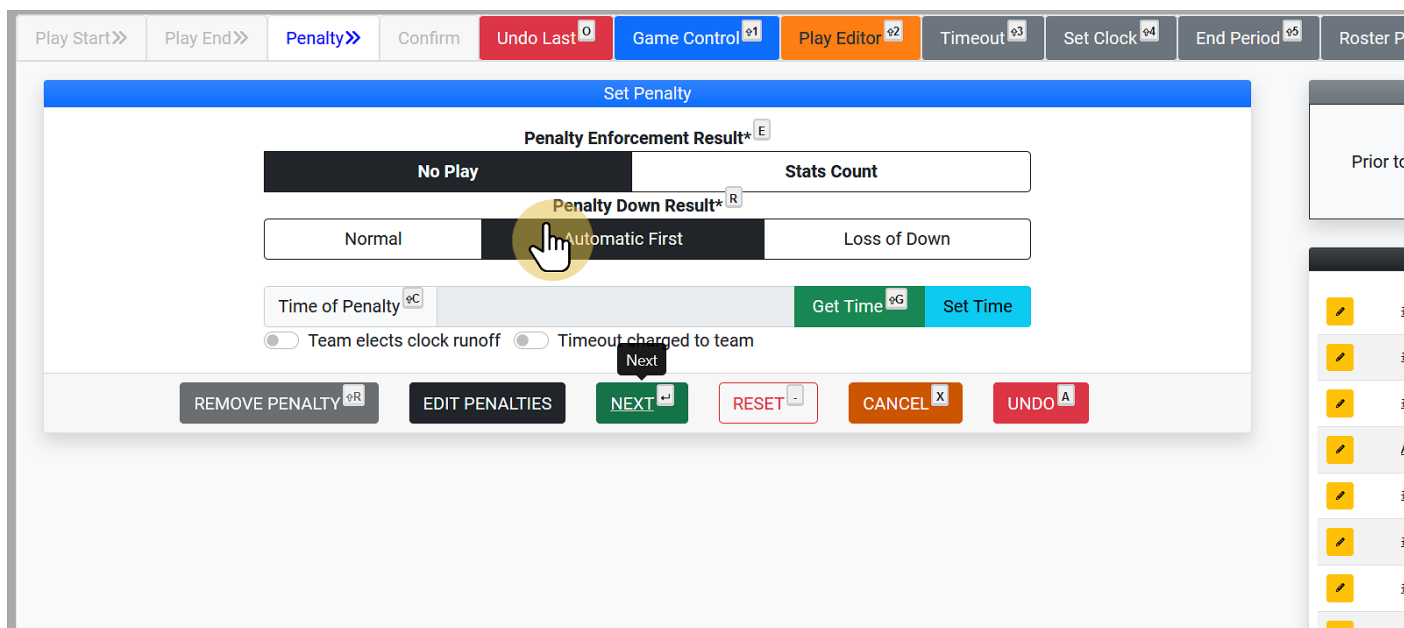
The screenshot shows the 'Set Penalty' dialog box in the StatInput software. At the top, there is a navigation bar with buttons for 'Play Start', 'Play End', 'Penalty', 'Confirm', 'Undo Last', 'Game Control', 'Play Editor', 'Timeout', 'Set Clock', 'End Period', and 'Roster P'. The main area of the dialog is titled 'Set Penalty' and contains the following elements:

- Penalty Enforcement Result*^E**: A dropdown menu with 'No Play' selected (highlighted with a yellow circle) and 'Stats Count' as an alternative option.
- Penalty Down Result*^R**: A dropdown menu with 'Automatic First' selected, and 'Normal' and 'Loss of Down' as other options.
- Time of Penalty^{oC}**: A text input field.
- Get Time^{oG}** and **Set Time**: Two buttons for setting the penalty time.
- Team elects clock runoff** and **Timeout charged to team**: Two radio button options.
- Next**: A green button with a hand cursor pointing to it, indicating the next step in the process.
- REMOVE PENALTY^{oR}**, **EDIT PENALTIES**, **RESET**, **CANCEL^x**, and **UNDO^A**: A row of control buttons at the bottom.

6. Basics Concepts - Entering Plays

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.

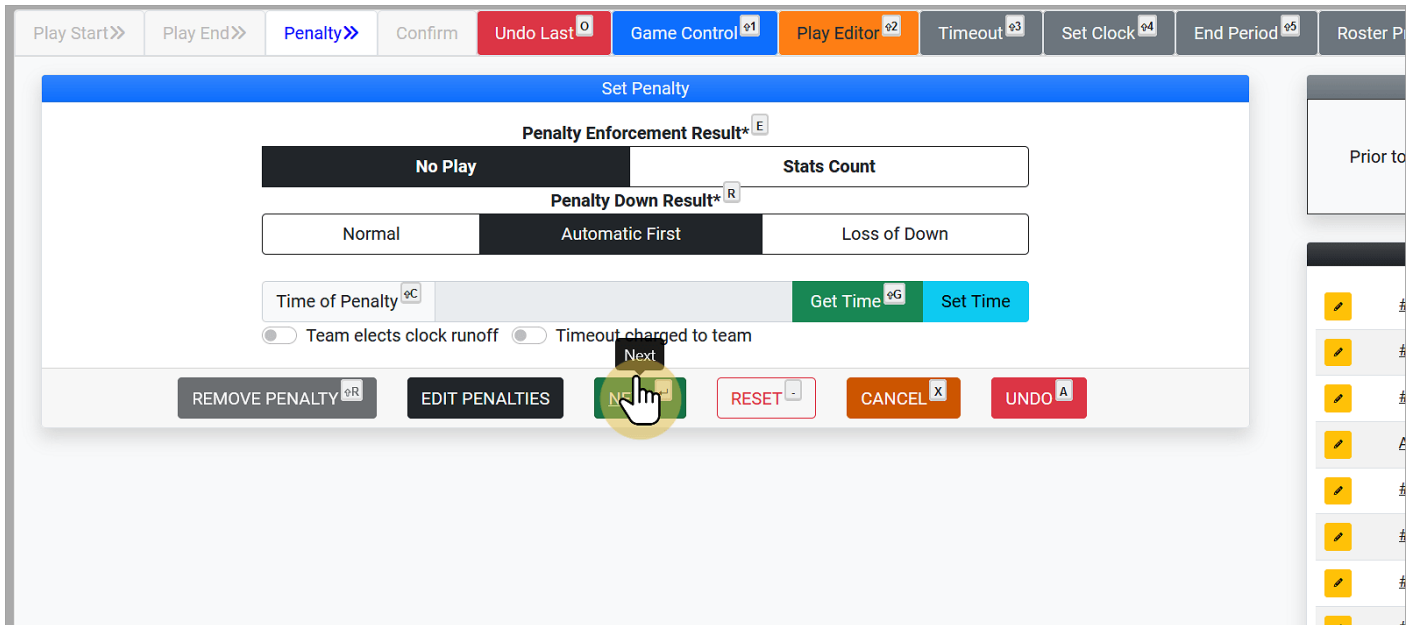


The screenshot displays the 'Set Penalty' window within the StatInput software interface. The window title is 'Set Penalty'. It features several sections:

- Penalty Enforcement Result*^E**: A dropdown menu with options: 'No Play', 'Stats Count', 'Normal', 'Automatic First', and 'Loss of Down'. A mouse cursor is pointing at 'Automatic First'.
- Penalty Down Result*^R**: A dropdown menu with options: 'Normal', 'Automatic First', and 'Loss of Down'.
- Time of Penalty^{oC}**: A text input field.
- Get Time^{oG}** and **Set Time**: Two buttons for time selection.
- Team elects clock runoff** and **Timeout charged to team**: Two toggle switches.
- Next**: A small button below the toggle switches.
- REMOVE PENALTY^{oR}**, **EDIT PENALTIES**, **NEXT**, **RESET**, **CANCEL**, and **UNDO**: A row of action buttons at the bottom.

6. Basics Concepts - Entering Plays

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



The screenshot shows the 'Set Penalty' screen within the StatInput software. The interface includes a top navigation bar with buttons for 'Play Start', 'Play End', 'Penalty', 'Confirm', 'Undo Last', 'Game Control', 'Play Editor', 'Timeout', 'Set Clock', 'End Period', and 'Roster P'. The main area is titled 'Set Penalty' and contains several sections:

- Penalty Enforcement Result***: A dropdown menu with 'No Play' selected and 'Stats Count' as an option.
- Penalty Down Result***: A dropdown menu with 'Automatic First' selected and 'Normal' and 'Loss of Down' as other options.
- Time of Penalty**: A text input field with a 'Get Time' button and a 'Set Time' button.
- Options**: Two radio buttons labeled 'Team elects clock runoff' and 'Timeout charged to team'.
- Bottom Bar**: A row of buttons including 'REMOVE PENALTY', 'EDIT PENALTIES', a green 'Next' button (highlighted with a hand cursor), 'RESET', 'CANCEL', and 'UNDO'.

On the right side of the screen, a partial view of a list is visible, showing 'Prior to' and several rows with yellow edit icons.

6. Basics Concepts - Entering Plays

Play Start >> Play End >> Confirm Undo Last Game Control Play Editor Timeout Set Clock End Period Roster Preferences

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 * Get Time Set Time

You must press enter below to record this play

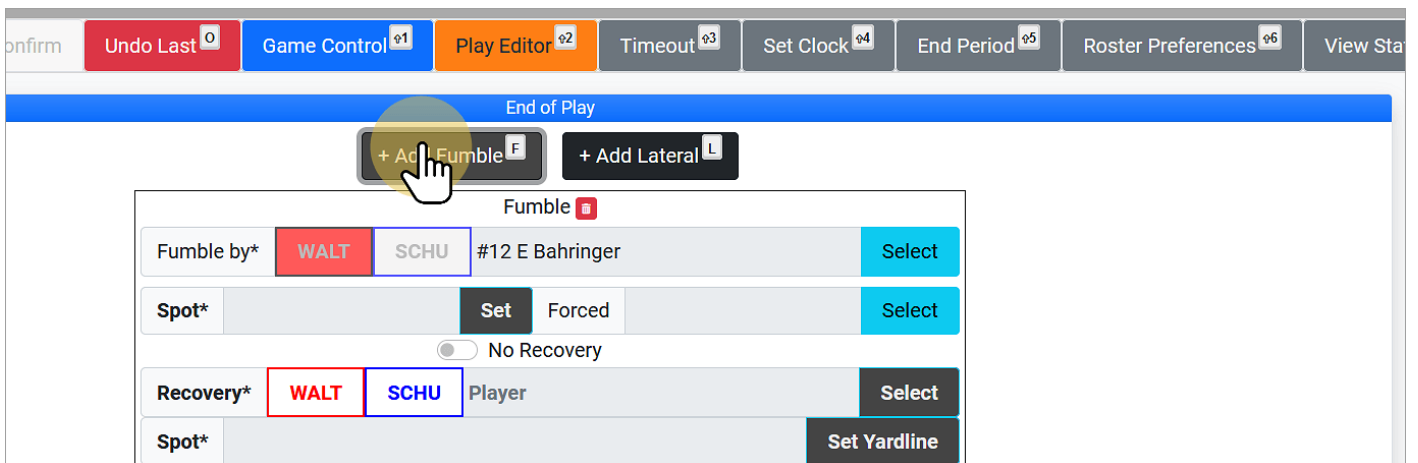
FLAG BACK RESET UNDO

Prior to Alfrey) ent

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.



confirm Undo Last 0 Game Control 01 Play Editor 02 Timeout 03 Set Clock 04 End Period 05 Roster Preferences 06 View Sta

End of Play

+ Add Fumble F + Add Lateral L

Fumble F

Fumble by* WALT SCHU #12 E Bahringer Select

Spot* Set Forced Select

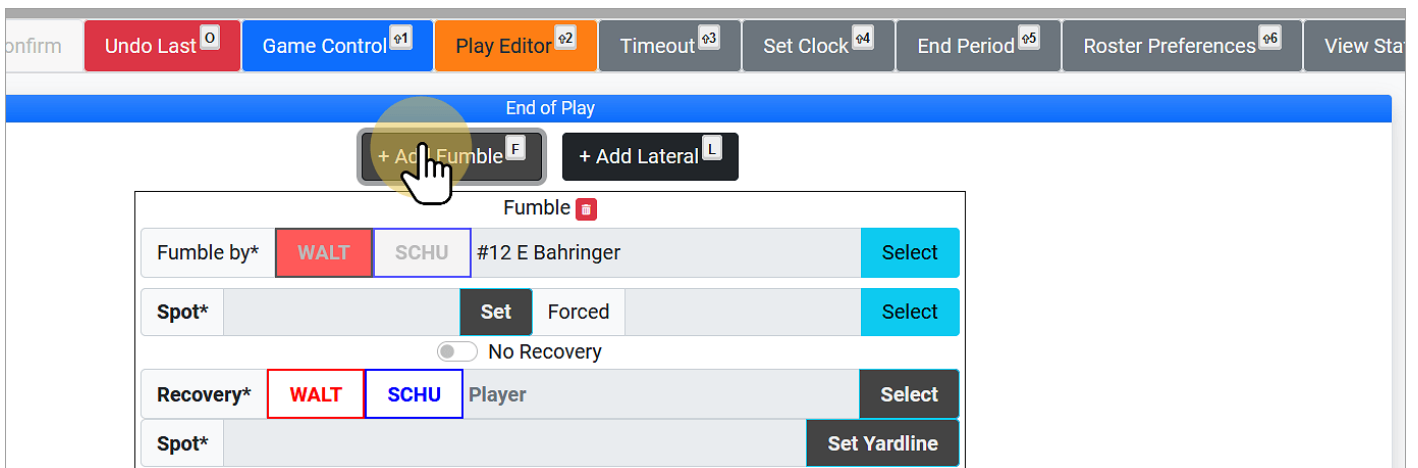
No Recovery

Recovery* WALT SCHU Player Select

Spot* Set Yardline

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.



The screenshot shows the 'End of Play' menu with the '+ Add Fumble' button highlighted. Below it is the 'Fumble' configuration pane:

Fumble			
Fumble by*	WALT	SCHU	#12 E Bahringer Select
Spot*		Set	Forced Select
<input type="checkbox"/> No Recovery			
Recovery*	WALT	SCHU	Player Select
Spot*			Set Yardline

Then, finish the play as it resolves.

+ Add Fumble ^F
+ Add Lateral ^L

Fumble ■

Fumble by*	WALT	SCHU	#12 E Bahringer	Select
Spot*	WALT20	Set	Forced #23 M Bartell (OG)	Select
<input type="checkbox"/> No Recovery				
Recovery*	WALT	SCHU	#65 H Schimmel (OLB)	Select
Spot*				Set Yardline

Tackled ^K

Out of Bounds ^B

End of Play ^E

Touchback ^C

TOUCHDOWN ^T

SAFETY ^Y

6. Basics Concepts - Entering Plays

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

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
<input type="checkbox"/> 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

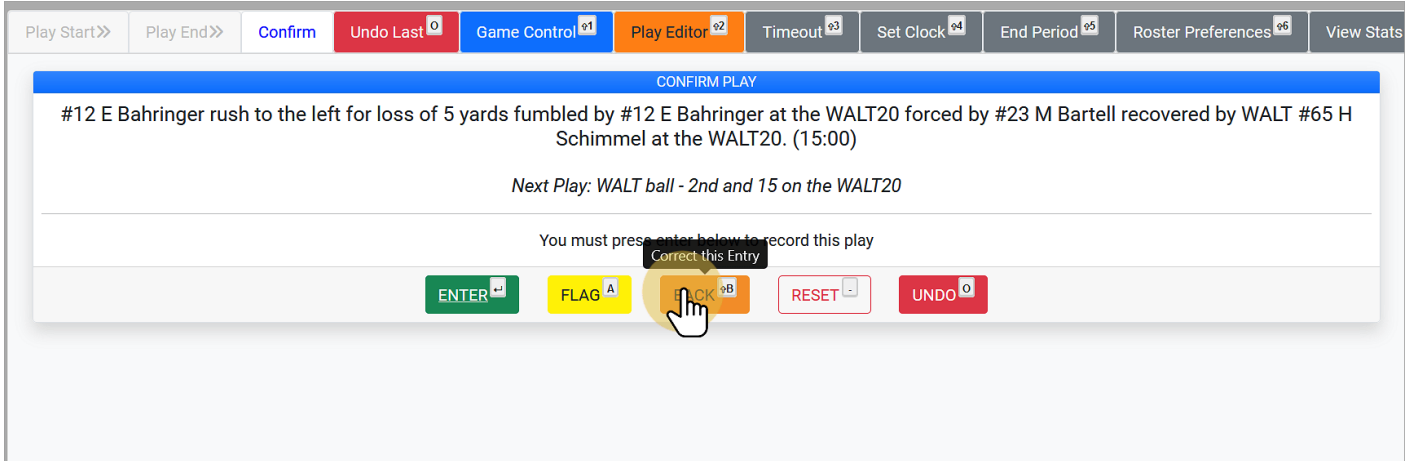
TOUCHDOWN T








SAFETY Y

Spot <small>S</small>	WALT20	Set Yardline
Clock <small>C</small>	15:00	Get Time <small>G</small> Set Time

NEXT N
BACK B
RESET R
UNDO O
FLAG A

[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  LOCK  RESET  UNDO 

To add a lateral, click the Add Lateral button

firm Undo Last 0 Game Control 01 Play Editor 02 Timeout 03 Set Clock 04 End Period 05 Roster Preferences 06 View Stats

End of Play

+ Add Fumble F + Add Lateral L

Fumble F

Fumble by*	WALT	SCHU	#12 E Bahringer	Select
Spot*	WALT20	Set	Forced #23 M Bartell (OG)	Select
		<input type="checkbox"/>	No Recovery	
Recovery*	WALT	SCHU	#65 H Schimmel (OLB)	Select
Spot*	WALT20			Set Yardline

6. Basics Concepts - Entering Plays

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.

Recovery*	WALT	SCHU	#65 H Schimmel (OLB)	Select
Spot*	WALT20			Set Yardline
Lateral <input type="checkbox"/>				
Lateral from*	WALT	SCHU	#65 H Schimmel	Select
Spot of Lateral*	WALT20			Set Yardline
Lateral to*				Select
Tackled <input type="checkbox"/>	Out of Bounds <input type="checkbox"/>		End of Play <input type="checkbox"/>	
Touchback <input type="checkbox"/>	TOUCHDOWN <input type="checkbox"/>		SAFETY <input type="checkbox"/>	
Spot <input type="checkbox"/>	WALT20			Set Yardline
Clock <input type="checkbox"/>	15:00		Get Time <input type="checkbox"/>	Set Time

6. Basics Concepts - Entering Plays

Play Start >> **Play End >>** Confirm **Undo Last** ^O **Game Control** ^{e1} **Play Editor** ^{e2} Timeout ^{e3} Set Clock ^{e4} End Period ^{e5} Roster Preferences ^{e6} View St...

End of Play

+ Add Fumble ^F + Add Lateral ^L

Fumble ^F

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 ^{eC} 14:21 **Get Time** ^{eG} **Set Time**

Next

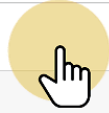
EXT ^{eX} **BACK** ^{eB} **RESET** ^{eR} **UNDO** ^{eU} **FLAG** ^{eA}

Click "main"

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 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 ⌫

RESET ↺

UNDO ↶

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