



# statinput

*for Football*

## User's Guide

## 7. Basic Concepts - Special Teams and Additional Controls

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.

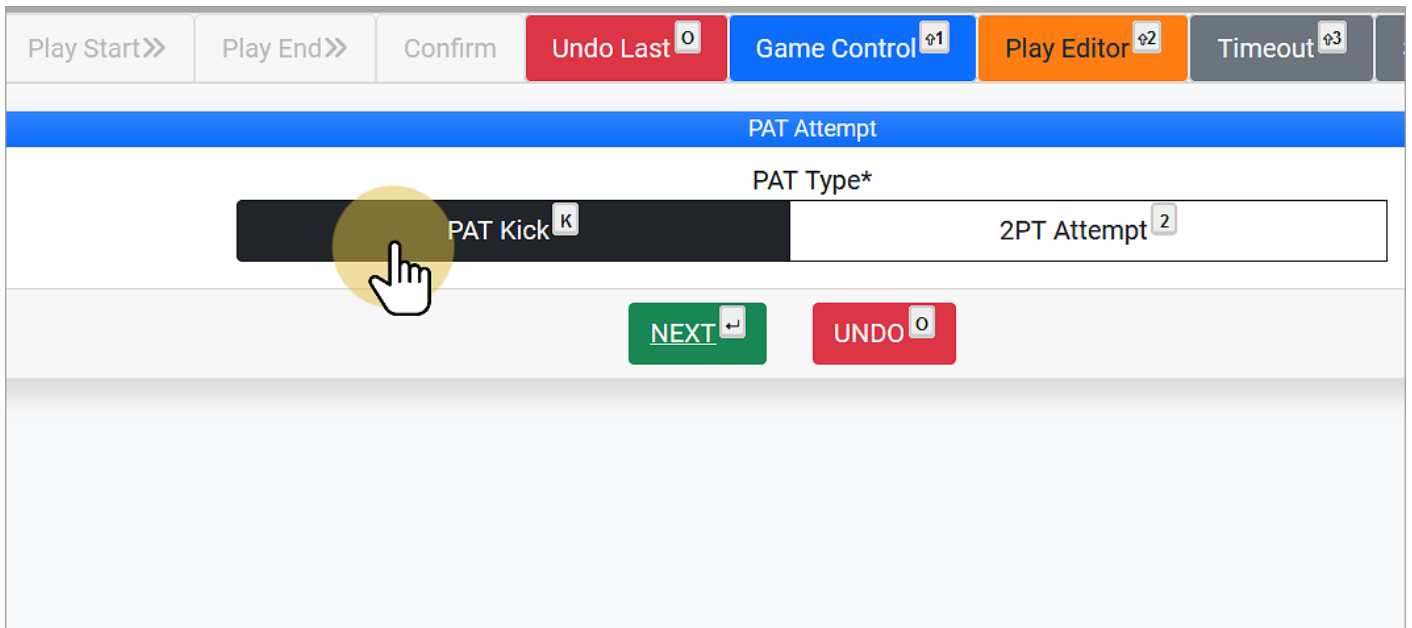
Input can be done by mouse, touch, keyboard or any combination of those methods.

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.

## PATs

After touchdowns, the PAT attempt screen will automatically be shown. Select the type of PAT attempt and click Next.



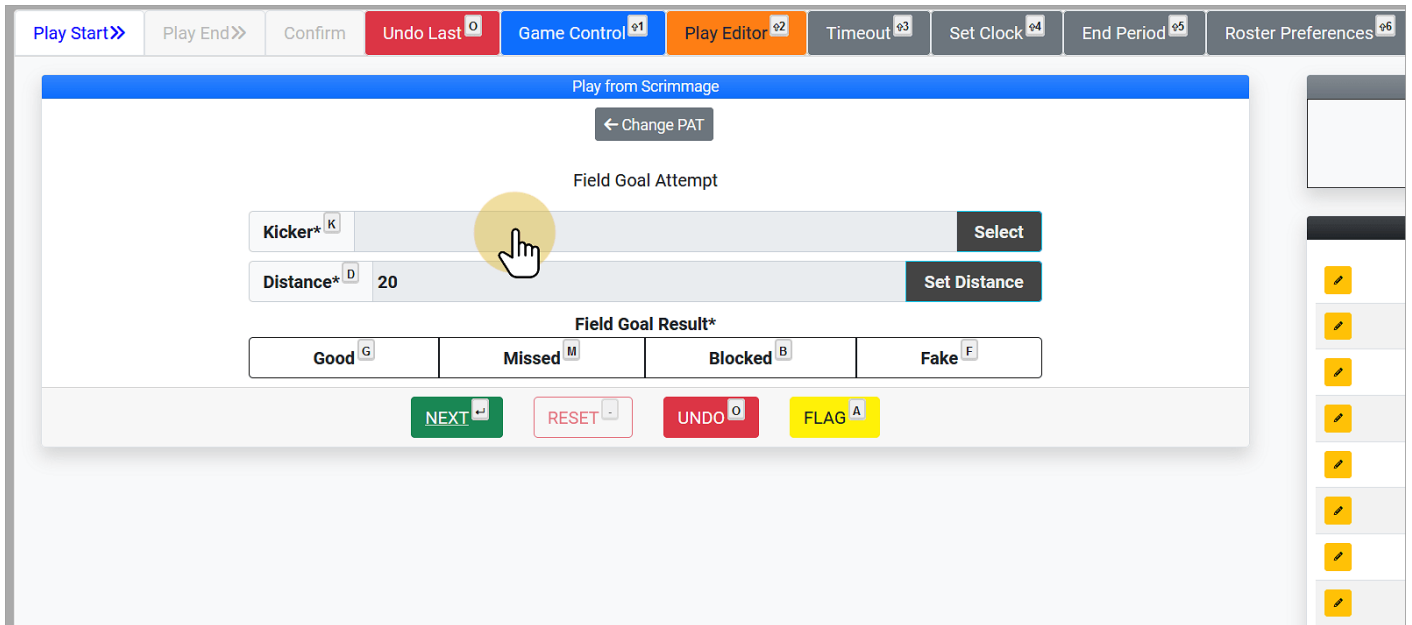
The screenshot shows the PAT Attempt screen with the following elements:

- Top navigation bar: Play Start>>, Play End>>, Confirm, Undo Last <sup>O</sup>, Game Control <sup>⌘1</sup>, Play Editor <sup>⌘2</sup>, Timeout <sup>⌘3</sup>.
- Section header: PAT Attempt
- Form field: PAT Type\* with two options: PAT Kick <sup>K</sup> (highlighted with a hand cursor) and 2PT Attempt <sup>2</sup>.
- Bottom navigation bar: NEXT <sup>⌘</sup> (green button) and UNDO <sup>O</sup> (red button).

## 7. Basic Concepts - Special Teams and Additional Controls

Kicking attempts will automatically display the kick screen.

For two-point attempts, the play from scrimmage screen will appear.



## 7. Basic Concepts - Special Teams and Additional Controls

Enter the result of the try.

Kicker* <sup>K</sup>	#29 P Lewis ()	Select	
Distance* <sup>D</sup>	20	Set Distance	
Field Goal Result*			
Good <sup>G</sup>	Missed <sup>M</sup>	Blocked <sup>B</sup>	Fake <sup>F</sup>
Clock* <sup>C</sup>		Get Time <sup>G</sup>	Set Time
Next			
NEXT	RESET	UNDO	FLAG <sup>A</sup>

Confirm and save the play

Play Start» Play End» **Confirm** Undo Last <sup>O</sup> Game Control <sup>Q1</sup> Play Editor <sup>Q2</sup> Timeout <sup>Q3</sup> Set Clock <sup>Q4</sup> End Period <sup>Q5</sup> Roster Preferences <sup>Q6</sup>

**CONFIRM PLAY**

ASU #29 P Lewis PAT kick attempt is GOOD.

Next Play: Kickoff

Add end time to this play?

Clock <sup>Qc</sup>\* Get Time <sup>QG</sup> Set Time

Record Play You must press enter below to record this play

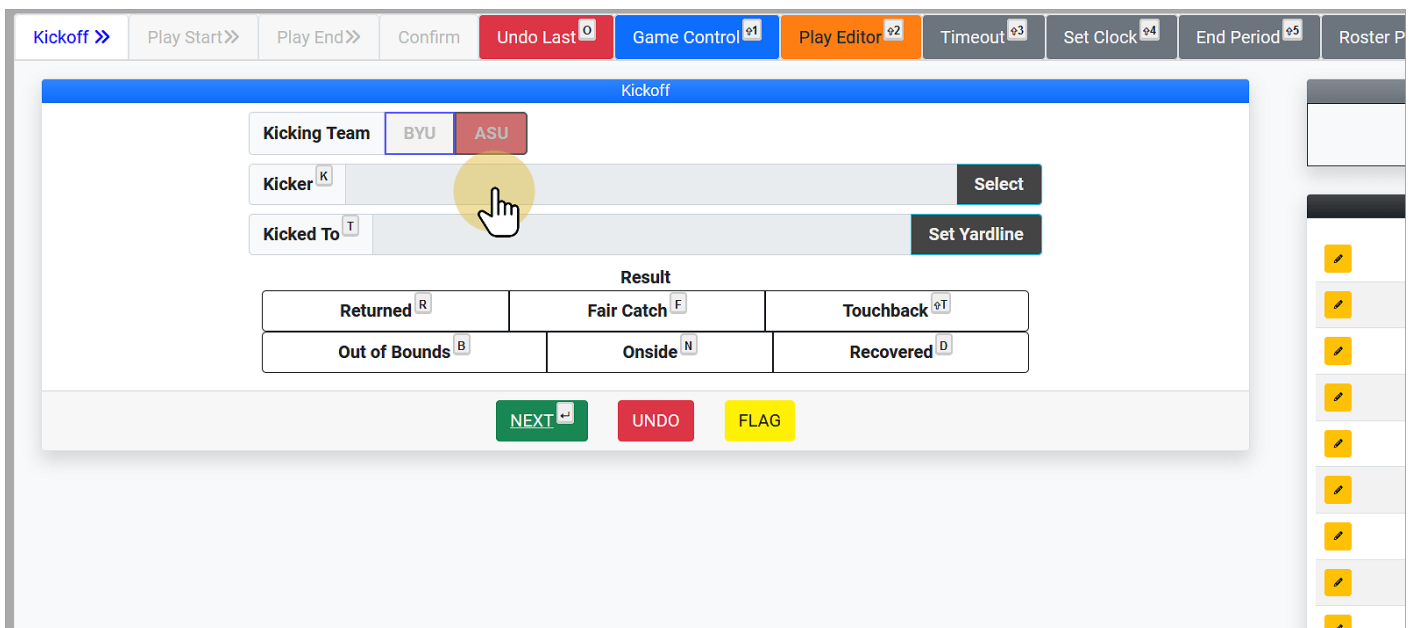
**ENTER** <sup>Q</sup> FLAG <sup>A</sup> BACK <sup>QB</sup> RESET <sup>Q</sup> UNDO <sup>O</sup>

## Kickoffs

The kickoff screen displays any time a kickoff or free kick is required by the game flow.

The kicking team is automatically selected based on how the previous play/drive ended.

Enter the kicker and the yardline the ball reached. Then enter the result of the kick; for Kick returns, you will be taken to the End of Play screen after.



The screenshot shows the 'Kickoff' screen within a software interface. At the top, there is a navigation bar with buttons: Kickoff >>, Play Start >>, Play End >>, Confirm, Undo Last <sup>O</sup>, Game Control <sup>⌘1</sup>, Play Editor <sup>⌘2</sup>, Timeout <sup>⌘3</sup>, Set Clock <sup>⌘4</sup>, End Period <sup>⌘5</sup>, and Roster P. The main area is titled 'Kickoff' and contains the following elements:

- Kicking Team:** Two buttons, 'BYU' (selected) and 'ASU'.
- Kicker <sup>K</sup>:** A text input field with a 'Select' button to its right. A hand cursor is pointing at this field.
- Kicked To <sup>T</sup>:** A text input field with a 'Set Yardline' button to its right.
- Result:** A grid of six buttons:
 

Returned <sup>R</sup>	Fair Catch <sup>F</sup>	Touchback <sup>⌘T</sup>
Out of Bounds <sup>B</sup>	Onside <sup>N</sup>	Recovered <sup>D</sup>
- Bottom Buttons:** 'NEXT <sup>⌘</sup>' (green), 'UNDO' (red), and 'FLAG' (yellow).

On the right side of the interface, there is a vertical list of buttons, each with a yellow pencil icon, likely representing a roster or player list.

## 7. Basic Concepts - Special Teams and Additional Controls

Kickoff >>
Play Start >>
Play End >>
Confirm
Undo Last <sup>O</sup>
Game Control <sup>e1</sup>
Play Editor <sup>e2</sup>
Timeout <sup>e3</sup>
Set Clock <sup>e4</sup>
End Period <sup>e5</sup>
Roster P

Kicking Team
BYU ASU

Kicker <sup>K</sup>
#29 P Lewis () Select

Kicked To <sup>T</sup>
BYU00 Set Yardline

**Result**

Returned <sup>R</sup>	Fair Catch <sup>F</sup>	Touchback <sup>eT</sup>
Out of Bounds <sup>B</sup>	Onside <sup>N</sup>	Recovered <sup>D</sup>

Received by <sup>eR</sup>
#17 K Marion (WR) Select

Next <sup>N</sup>
Muffed <sup>M</sup>

NEXT <sup>e</sup>
UNDO
FLAG

Kicking Team
BYU ASU

Kicker <sup>K</sup>
#29 P Lewis () Select

Kicked To <sup>T</sup>
BYU00 Set Yardline

**Result**

Returned <sup>R</sup>	Fair Catch <sup>F</sup>	Touchback <sup>eT</sup>
Out of Bounds <sup>B</sup>	Onside <sup>N</sup>	Recovered <sup>D</sup>

Received by <sup>eR</sup>
#17 K Marion (WR) Select

Next <sup>N</sup>
Muffed <sup>M</sup>

NEXT <sup>e</sup>
UNDO
FLAG

## 7. Basic Concepts - Special Teams and Additional Controls

Play Start >> Play End >> Confirm Undo Last <sup>O</sup> Game Control <sup>e1</sup> Play Editor <sup>e2</sup> Timeout <sup>e3</sup> Set Clock <sup>e4</sup> End Period <sup>e5</sup> Roster Preferences <sup>e6</sup>

End of Play

+ Add Fumble <sup>F</sup>
+ Add Lateral <sup>L</sup>

Tackled <sup>K</sup>

Out of Bounds <sup>B</sup>

End of Play <sup>E</sup>

Touchback <sup>C</sup>

TOUCHDOWN <sup>T</sup>

SAFETY <sup>Y</sup>

Spot <sup>S</sup> BYU20
Set Yardline

Tackled by <sup>1</sup> #24 T Romney (LB)
Select

Tackled by <sup>2</sup>
Select

Clock <sup>eC</sup> 6:41
Get Time <sup>eG</sup>
Set Time

NEXT <sup>N</sup>

BACK <sup>eB</sup>

RESET <sup>R</sup>

UNDO <sup>O</sup>

FLAG <sup>A</sup>

ASU kick

✎

✎

✎

✎

✎

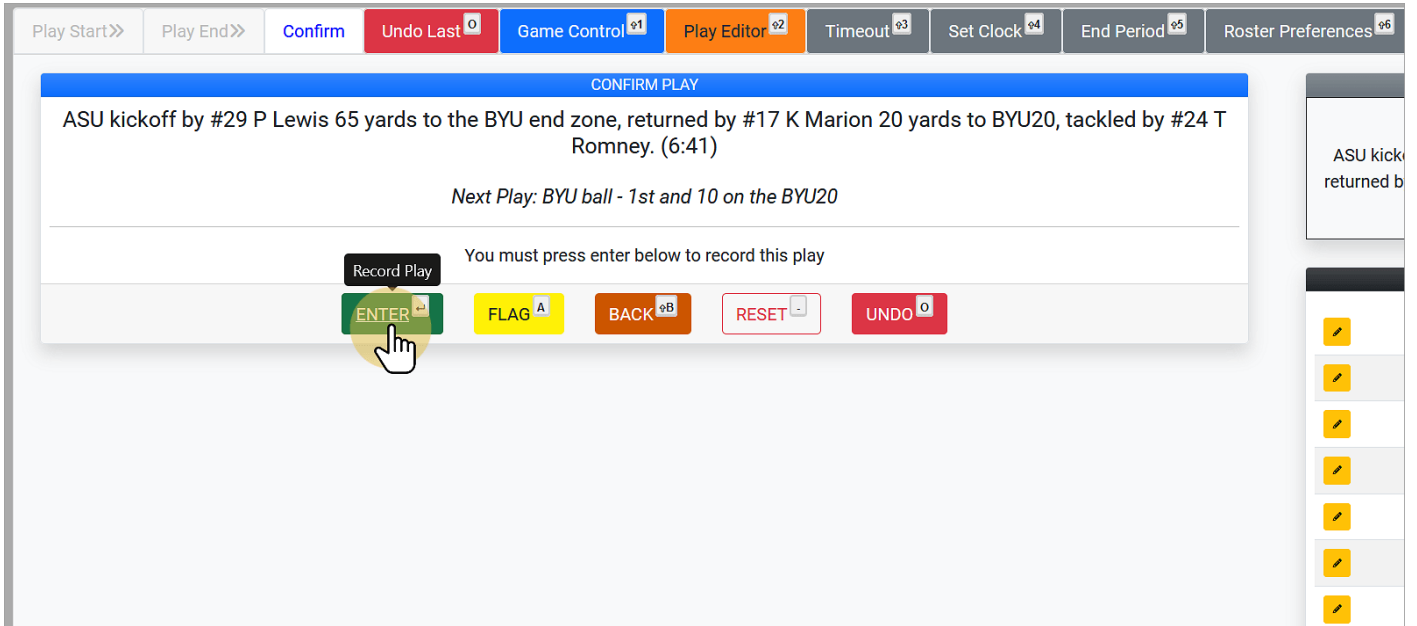
✎

✎

✎



## 7. Basic Concepts - Special Teams and Additional Controls



CONFIRM PLAY

ASU kickoff by #29 P Lewis 65 yards to the BYU end zone, returned by #17 K Marion 20 yards to BYU20, tackled by #24 T Romney. (6:41)

Next Play: BYU ball - 1st and 10 on the BYU20

You must press enter below to record this play

Record Play

ENTER

FLAG A

BACK

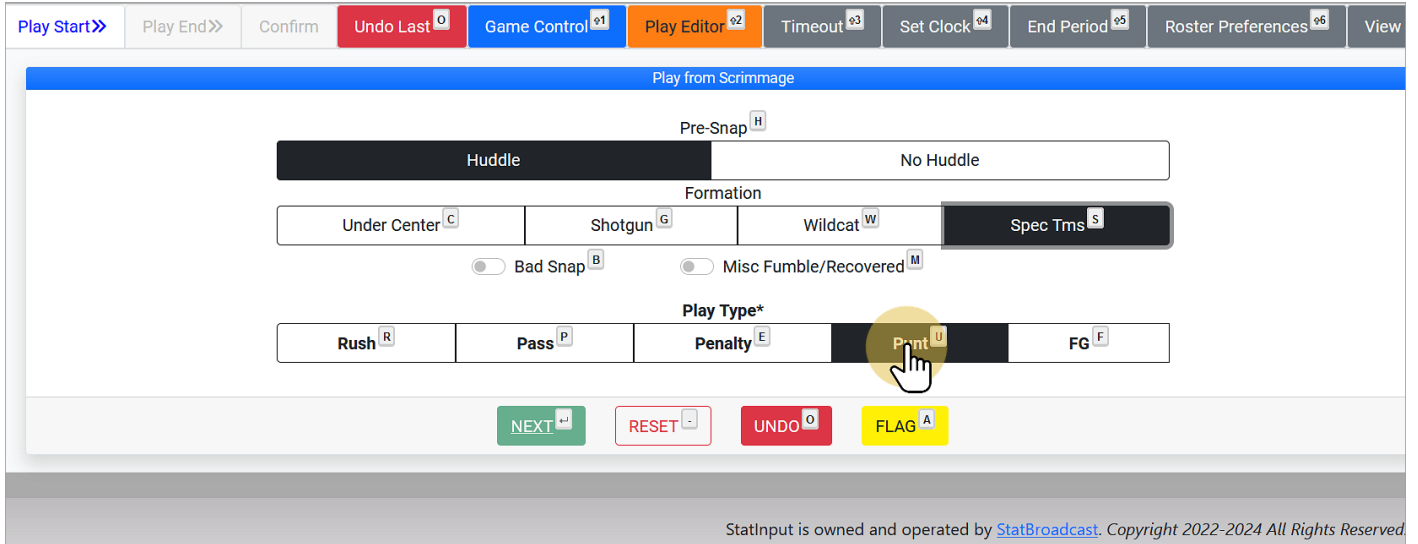
RESET

UNDO

ASU kick  
returned b

## Punting

To record a punt, select Punt as the play type.



The screenshot shows the StatInput interface with the 'Play Editor' tab selected. The interface includes a top navigation bar with buttons for 'Play Start', 'Play End', 'Confirm', 'Undo Last', 'Game Control', 'Play Editor', 'Timeout', 'Set Clock', 'End Period', 'Roster Preferences', and 'View'. Below this is a 'Play from Scrimmage' section with a 'Pre-Snap' dropdown set to 'Huddle'. The 'Formation' section has buttons for 'Under Center', 'Shotgun', 'Wildcat', and 'Spec Tms'. There are also toggle switches for 'Bad Snap' and 'Misc Fumble/Recovered'. The 'Play Type\*' section has buttons for 'Rush', 'Pass', 'Penalty', 'Punt', and 'FG', with 'Punt' highlighted by a hand cursor. At the bottom, there are buttons for 'NEXT', 'RESET', 'UNDO', and 'FLAG'. A footer note states: 'StatInput is owned and operated by StatBroadcast. Copyright 2022-2024 All Rights Reserved.'

## 7. Basic Concepts - Special Teams and Additional Controls

Specify the punter and the result of the punt

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

Play from Scrimmage

Punt ← Step back <sup>QB</sup>

Punter\* <sup>U</sup> #8 G Roob (FB) Select

Punt Action*		
Punted <sup>N</sup>	Blocked <sup>B</sup>	Fake <sup>F</sup>

Punt Result*		
Returned <sup>R</sup>	Muffed <sup>M</sup>	Fair Catch <sup>I</sup>
Touchback <sup>T</sup>	Downed <sup>D</sup>	Out of Bounds <sup>QO</sup>
End of Play <sup>E</sup>		

NEXT <sup>N</sup>
RESET <sup>R</sup>
UNDO <sup>O</sup>
FLAG <sup>A</sup>

## 7. Basic Concepts - Special Teams and Additional Controls

Set the spot where the punt is returned or spotted down.

Punt ← Step back <sup>ⓅB</sup>

<b>Punter*</b> <sup>U</sup>	#8 G Roob (FB)	<b>Select</b>
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Punt Action*		
Punted <sup>N</sup>	Blocked <sup>B</sup>	Fake <sup>F</sup>

Punt Result*			
Returned <sup>R</sup>	Muffed <sup>M</sup>	Fair Catch <sup>I</sup>	
Touchback <sup>T</sup>	Downed <sup>D</sup>	Out of Bounds <sup>ⓅO</sup>	End of Play <sup>E</sup>

<b>Spot*</b> <sup>S</sup>		<b>Set Yardline</b>
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<b>Returned By*</b> <sup>ⓅR</sup>		<b>Select</b>
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## 7. Basic Concepts - Special Teams and Additional Controls

Play from Scrimmage

Play Start >>
Play End >>
Confirm
Undo Last <sup>O</sup>
Game Control <sup>v1</sup>
Play Editor <sup>e2</sup>
Timeout <sup>e3</sup>
Set Clock <sup>e4</sup>
End Period <sup>e5</sup>
Roster Preferences <sup>e6</sup>
View

Punt ← Step back <sup>eB</sup>

Punter\* <sup>U</sup> #8 G Roob (FB) Select

Punt Action\*


Punted <sup>N</sup>	Blocked <sup>B</sup>	Fake <sup>F</sup>
---------------------	----------------------	-------------------

Punt Result\*

Returned <sup>R</sup>	Muffed <sup>M</sup>	Fair Catch <sup>L</sup>
Touchback <sup>T</sup>	Downed <sup>D</sup>	Out of Bounds <sup>eO</sup>
End of Play <sup>E</sup>		

Spot\* <sup>S</sup> SCHU14 Set Yardline

Returned By\* <sup>eR</sup> #50 L Ullrich (TE) Select

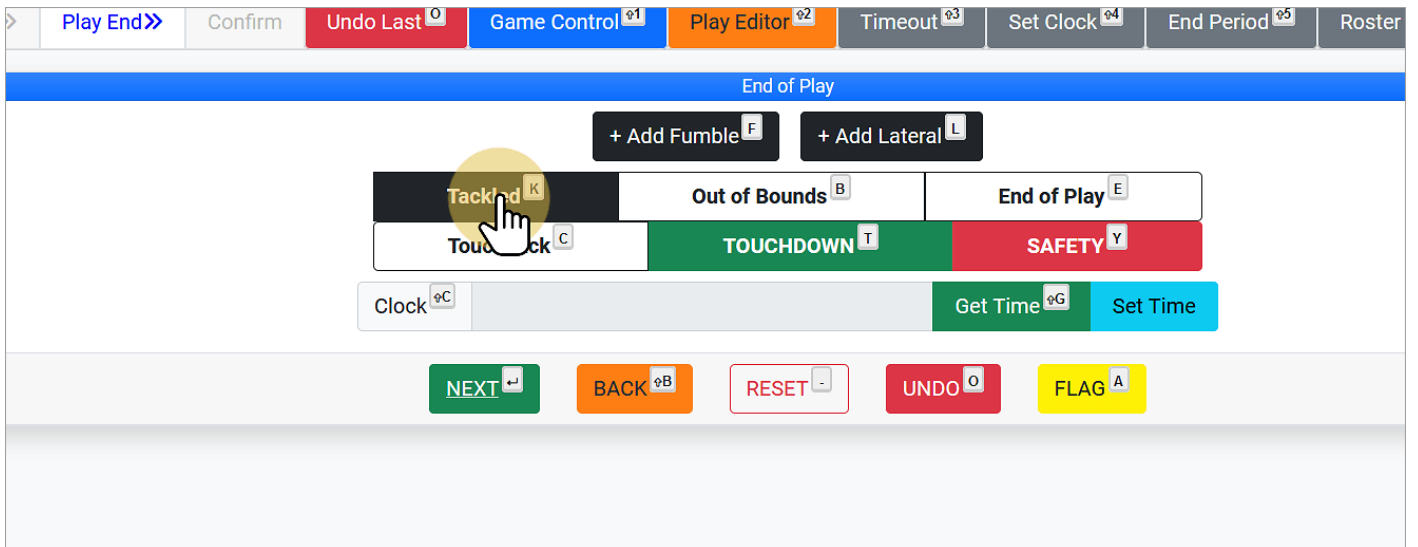


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## 7. Basic Concepts - Special Teams and Additional Controls

Complete the play as it resolves.



The interface displays the following controls:

- Top Navigation: Play End, Confirm, Undo Last, Game Control, Play Editor, Timeout, Set Clock, End Period, Roster
- Main Area: End of Play
- Buttons: + Add Fumble, + Add Lateral, Tackling, Out of Bounds, End of Play, Touchdown, TOUCHDOWN, SAFETY, Clock, Get Time, Set Time
- Bottom Bar: NEXT, BACK, RESET, UNDO, FLAG

## 7. Basic Concepts - Special Teams and Additional Controls

Play Start>> Play End>> Confirm Undo Last <sup>o</sup> Game Control <sup>e1</sup> Play Editor <sup>e2</sup> Timeout <sup>e3</sup> Set Clock <sup>e4</sup> End Period <sup>e5</sup> Roster Preferences <sup>e6</sup> View

**CONFIRM PLAY**


WALT #8 G Roob punt 46 yards to the SCHU14, returned by #50 L Ullrich 19 yards to the SCHU33, tackled by #45 E Zulauf.

Next Play: SCHU ball - 1st and 10 on the SCHU33

Add end time to this play?

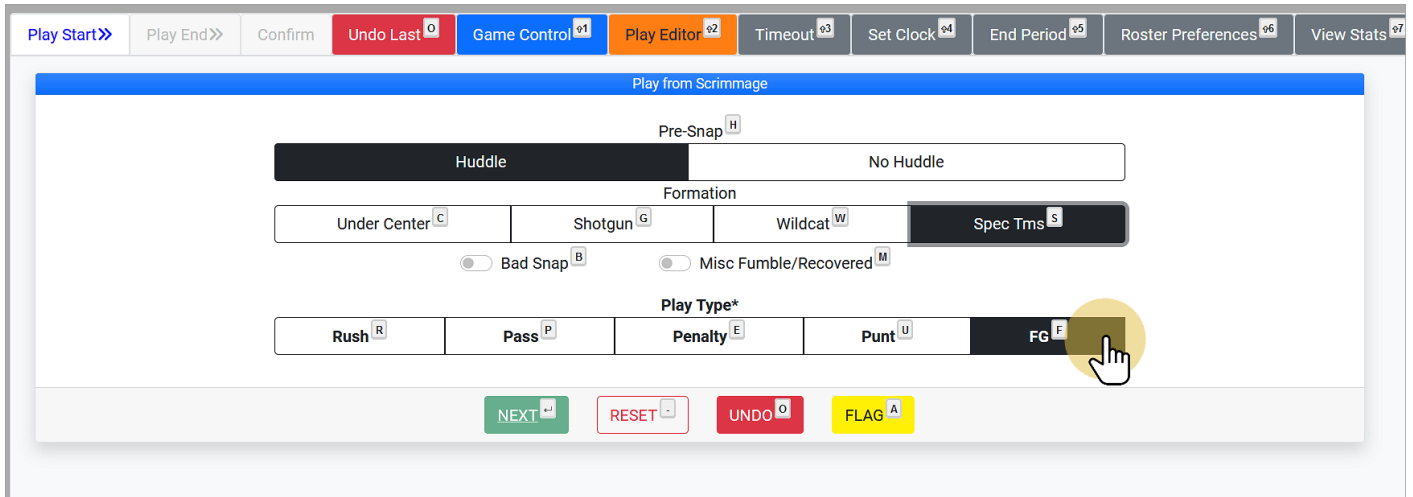
Clock <sup>eC\*</sup> Get Time <sup>eG</sup> Set Time

You must press enter below to record this play

 ENTER <sup>e</sup> FLAG <sup>A</sup> BACK <sup>eB</sup> RESET <sup>r</sup> UNDO <sup>o</sup>

## Field Goals

To record a field goal attempt, select FG as the play type



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

- Top Navigation:** Play Start>>, Play End>>, Confirm, Undo Last <sup>O</sup>, Game Control <sup>Q1</sup>, Play Editor <sup>Q2</sup>, Timeout <sup>Q3</sup>, Set Clock <sup>Q4</sup>, End Period <sup>Q5</sup>, Roster Preferences <sup>Q6</sup>, View Stats <sup>Q7</sup>
- Pre-Snap <sup>H</sup>:**
  - Huddle (selected) / No Huddle
- Formation:** Under Center <sup>C</sup>, Shotgun <sup>G</sup>, Wildcat <sup>W</sup>, Spec Tms <sup>S</sup> (selected)
- Options:**
  - Bad Snap <sup>B</sup>
  - Misc Fumble/Recovered <sup>M</sup>
- Play Type\*:** Rush <sup>R</sup>, Pass <sup>P</sup>, Penalty <sup>E</sup>, Punt <sup>U</sup>, FG <sup>F</sup> (selected, with hand cursor icon)
- Bottom Buttons:** NEXT <sup>N</sup>, RESET <sup>R</sup>, UNDO <sup>O</sup>, FLAG <sup>A</sup>

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## 7. Basic Concepts - Special Teams and Additional Controls

Select the kicker.

Kick distance will be automatically calculated but can be adjusted if needed.

Select a kick outcome.

Field Goal Attempt ← Step back <sup>9B</sup>

<b>Kicker*</b> <sup>K</sup>	#61 W Fadel (RB)	<b>Select</b>	
<b>Distance*</b> <sup>D</sup>	43	<b>Set Distance</b>	
<b>Field Goal Result*</b>			
<b>Good</b> <sup>G</sup>	<b>Missed</b> <sup>M</sup>	<b>Blocked</b> <sup>B</sup>	<b>Fake</b> <sup>F</sup>

NEXT <sup>1</sup> RESET <sup>-</sup> UNDO <sup>O</sup> FLAG <sup>A</sup>

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## 7. Basic Concepts - Special Teams and Additional Controls

Play Start>> Play End>> Confirm Undo Last <sup>O</sup> Game Control <sup>Q1</sup> Play Editor <sup>Q2</sup> Timeout <sup>Q3</sup> Set Clock <sup>Q4</sup> End Period <sup>Q5</sup> Roster Preferences <sup>Q6</sup> View Stats <sup>Q7</sup>

Play from Scrimmage

Field Goal Attempt ← Step back <sup>Q8</sup>

Kicker* <sup>K</sup>	#61 W Fadel (RB)	<span style="background-color: #333; color: white; padding: 2px;">Select</span>
Distance* <sup>D</sup>	43	<span style="background-color: #333; color: white; padding: 2px;">Set Distance</span>

**Field Goal Result\***









<b>Good</b> <sup>G</sup>	Missed <sup>M</sup>	Blocked <sup>B</sup>	Fake <sup>F</sup>
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Clock* <sup>Q9</sup>	14:21	<span style="background-color: #333; color: white; padding: 2px;">Get Time <sup>Q10</sup></span>	<span style="background-color: #333; color: white; padding: 2px;">Set Time</span>
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Next
NEXT <sup>Q11</sup>
RESET <sup>Q12</sup>
UNDO <sup>Q13</sup>
FLAG <sup>A</sup>

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




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

**CONFIRM PLAY**

WALT #61 W Fadel field goal attempt from 43 yards is GOOD. (14:21)

*Next Play: Kickoff*

You must press enter below to record this play

 ENTER  FLAG  BACK  RESET  UNDO 

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On FGA misses, an End of Play result will change possession to the other team.

*Note that possession on the following drive will be spotted at the previous line of scrimmage. If your game is played with different spotting rules, you can adjust the following drive's starting spot at the start of the drive.*

Play Start>>
Play End>>
Confirm
Undo Last <sup>O</sup>
Game Control <sup>Q1</sup>
Play Editor <sup>Q2</sup>
Timeout <sup>Q3</sup>
Set Clock <sup>Q4</sup>
End Period <sup>Q5</sup>
Roster Preferences <sup>Q6</sup>
View Stats <sup>Q7</sup>

Play from Scrimmage

Field Goal Attempt ← Step back <sup>Q8</sup>

Kicker\* <sup>K</sup>
#61 W Fadel (RB)
Select

Distance\* <sup>D</sup>
43
Set Distance

Field Goal Result\*

Good <sup>G</sup>
Missed <sup>M</sup>
Blocked <sup>B</sup>
Fake <sup>F</sup>

Kick Location <sup>Q9</sup>

W Left
L Upright
Crossbar
Short
R Upright
W Right

Miss Result\*

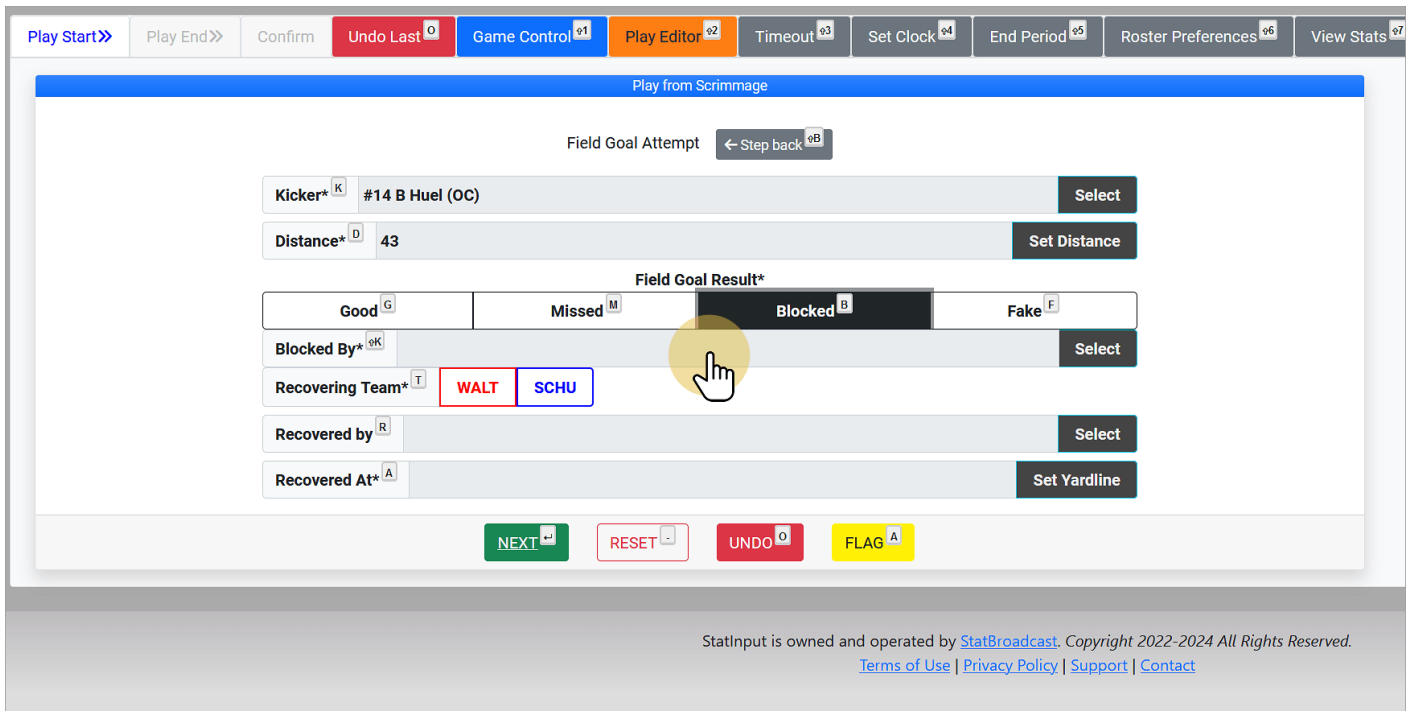
End of Play <sup>E</sup>
Returned <sup>R</sup>
Downed <sup>W</sup>

NEXT <sup>N</sup>
RESET <sup>R</sup>
UNDO <sup>O</sup>
FLAG <sup>A</sup>

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## Blocked Kicks

When either a field goal or a punt is blocked, begin by selecting the result of the kick as Blocked.



The screenshot shows the StatInput interface for a "Field Goal Attempt". 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", "Roster Preferences", and "View Stats". Below this is a "Play from Scrimmage" header. The main form includes:

- Kicker\***: #14 B Huel (OC) [Select]
- Distance\***: 43 [Set Distance]
- Field Goal Result\***: A row of four buttons: "Good", "Missed", "Blocked" (highlighted with a hand cursor), and "Fake".
- Blocked By\***: [Select]
- Recovering Team\***: WALT [SCHU]
- Recovered by\***: [Select]
- Recovered At\***: [Set Yardline]

At the bottom of the form are four buttons: "NEXT", "RESET", "UNDO", and "FLAG".

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## Recovery by the defense

Select the recovering team, recovering player and spot. The options shown will be different depending on the recovering team.

Select the outcome of the recovery. If selecting a return, you will be taken to the end play screen next.

Previous Screen
Step Back

Kicker\* <sup>K</sup>

#14 B Huel (OC)

Select

Distance\* <sup>D</sup>

43

Set Distance

Field Goal Result\*

Good <sup>G</sup>	Missed <sup>M</sup>	Blocked <sup>B</sup>	Fake <sup>F</sup>
-------------------	---------------------	----------------------	-------------------

Blocked By\* <sup>OK</sup>

#66 S Abernathy (RB)

Select

Recovering Team\* <sup>T</sup>

WALT

SCHU

Recovered by <sup>R</sup>

#56 A Zulauf (WR)

Select

Recovered At\* <sup>A</sup>

SCHU30

Set Yardline

Block Result <sup>OR</sup>

Returned	Touchback	Downed	Out of Bounds
----------	-----------	--------	---------------

NEXT <sup>↩</sup>

RESET <sup>↺</sup>

UNDO <sup>↶</sup>

FLAG <sup>A</sup>

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End of Play

+ Add Fumble <sup>F</sup>
+ Add Lateral <sup>L</sup>

Tackled <sup>K</sup>	Out of Bounds <sup>B</sup>	End of Play <sup>E</sup>
Touchback <sup>C</sup>	TOUCHDOWN <sup>T</sup>	SAFETY <sup>Y</sup>

Spot <sup>S</sup> WALT50
Set Yardline

Tackled by <sup>1</sup> #26 M Schneider (S)
Select

Tackled by <sup>2</sup>
Select

Clock <sup>C</sup>

Get Time <sup>G</sup>
Set Time

NEXT <sup>N</sup>

BACK <sup>B</sup>

RESET <sup>R</sup>

UNDO <sup>O</sup>

FLAG <sup>A</sup>

## Recovery by the Kicking Team

Depending on the rules in play, there are several options for a recovery by the kicking team.

If by rule the team cannot advance the ball after recovering beyond the line of scrimmage, select End of Play.

If the kicking team is allowed to return the football, select Return and complete the next end of play screen.

Play from Scrimmage

Field Goal Attempt ← Step back <sup>ⓑ</sup>

<b>Kicker*</b> <sup>Ⓚ</sup>	#14 B Huel (OC)	Select
<b>Distance*</b> <sup>ⓓ</sup>	43	Set Distance

**Field Goal Result\***

Good <sup>ⓖ</sup>	Missed <sup>Ⓜ</sup>	Blocked <sup>ⓑ</sup>	Fake <sup>Ⓕ</sup>
-------------------	---------------------	----------------------	-------------------

<b>Blocked By*</b> <sup>ⓀⓀ</sup>	#54 G Cummings (WLB)	Select
----------------------------------	----------------------	--------

<b>Recovering Team*</b> <sup>Ⓣ</sup>	<div style="display: flex; gap: 5px;"> <div style="background-color: red; color: white; padding: 2px 5px; border: 1px solid black;">WALT</div> <div style="background-color: blue; color: white; padding: 2px 5px; border: 1px solid black;">SCHU</div> </div>
--------------------------------------	--

<b>Recovered by*</b> <sup>Ⓡ</sup>	#25 C Schinner (DL)	Select
-----------------------------------	---------------------	--------

<b>Recovered At*</b> <sup>ⓐ</sup>	SCHU33	Set Yardline
-----------------------------------	--------	--------------

**Block Recovery Result\*** <sup>Ⓡ</sup>

Returned	Continue Play	Out of Bounds	End Of Play
----------	---------------	---------------	-------------

<b>Clock*</b> <sup>ⓐ</sup>		Get Time <sup>ⓐ</sup>	Set Time
----------------------------	--	-----------------------	----------

NEXT <sup>Ⓛ</sup>

RESET <sup>Ⓛ</sup>

UNDO <sup>ⓐ</sup>

FLAG <sup>ⓐ</sup>



## Continued Play after block

If the kicking team recovers the ball behind the line of scrimmage, the play is scored like a regular offensive play from scrimmage. Select Continue Play and click next.

Step back

Kicker\*<sup>K</sup> #14 B Huel (OC)
Select

Distance\*<sup>D</sup> 43
Set Distance

**Field Goal Result\***

Good <sup>G</sup>	Missed <sup>M</sup>	Blocked <sup>B</sup>	Fake <sup>F</sup>
-------------------	---------------------	----------------------	-------------------

Blocked By\*<sup>oK</sup> #54 G Cummings (WLB)
Select

Recovering Team\*<sup>T</sup>

WALT

SCHU

Recovered by<sup>R</sup> #25 C Schinner (DL)
Select

Recovered At\*<sup>A</sup> SCHU33
Set Yardline

**Block Recovery Result\*<sup>oR</sup>**

Returned	Continue Play	Out of Bounds	End Of Play
----------	---------------	---------------	-------------

Clock\*<sup>oC</sup>

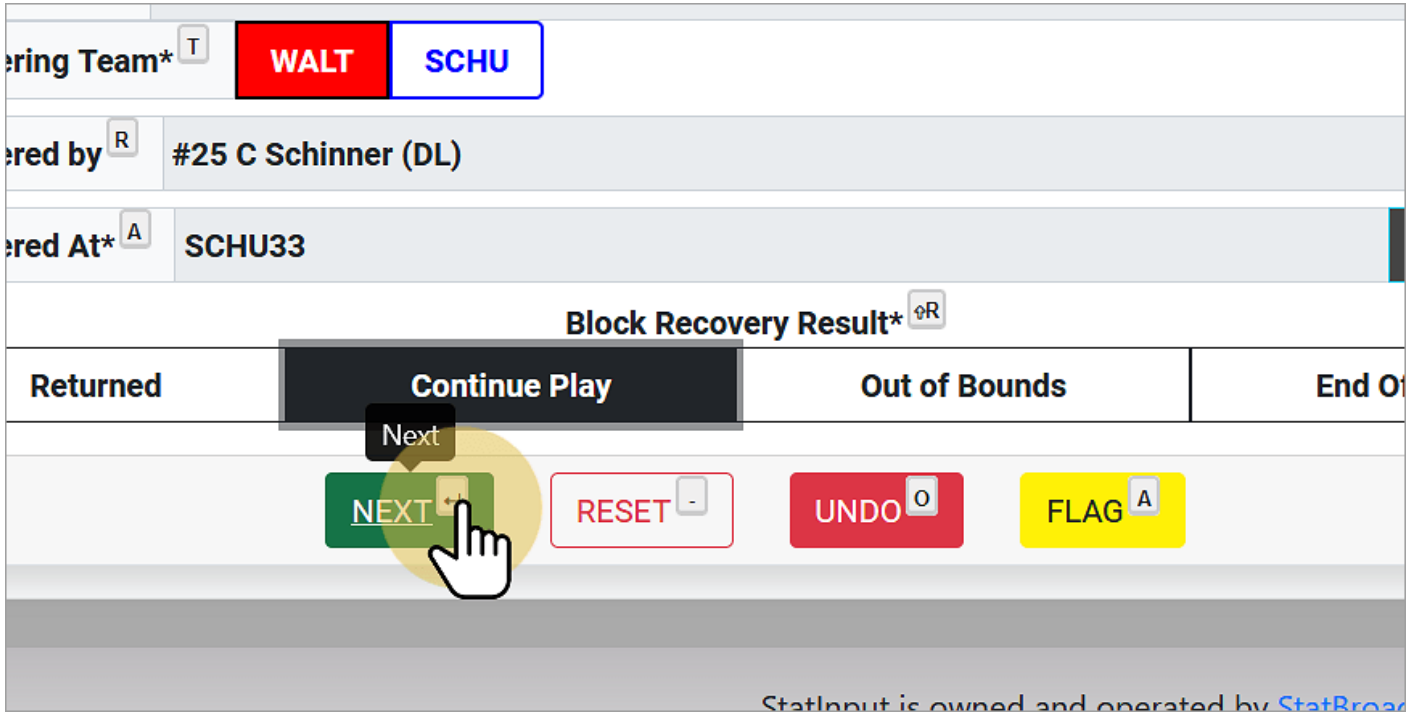
Get Time<sup>oG</sup>
Set Time

NEXT<sup>oN</sup>

RESET<sup>oR</sup>

UNDO<sup>oU</sup>


FLAG<sup>oF</sup>



The screenshot displays the StatInput interface for a 'Block Recovery Result'. At the top, the 'Blocking Team\*' is set to 'WALT' (red button) and 'SCHU' (blue button). The 'Blocked by' field shows '#25 C Schinner (DL)' and 'Blocked At\*' shows 'SCHU33'. The main section is titled 'Block Recovery Result\*' and contains a row of buttons: 'Returned', 'Continue Play' (highlighted in black), 'Out of Bounds', and 'End Of'. Below this, a 'Next' button is shown with a hand cursor. A row of four buttons is visible: 'NEXT' (green, with a hand cursor), 'RESET' (red), 'UNDO' (red), and 'FLAG' (yellow). At the bottom right, a footer reads 'StatInput is owned and operated by StatBroadcast'.

Click "main"

Then select the new play type and complete the play. The blocked kick will be recorded as part of the play.

Huddle		No Huddle		
Formation				
Under Center <sup>C</sup>	Shotgun <sup>G</sup>	Wildcat <sup>W</sup>	Spec Tms <sup>S</sup>	
<input type="checkbox"/> Bad Snap <sup>B</sup>		<input type="checkbox"/> Misc Fumble/Recovered <sup>M</sup>		
Play Type*				
Rush <sup>R</sup> 	Pass <sup>P</sup>	Penalty <sup>E</sup>	Punt <sup>U</sup>	FG <sup>F</sup>
NEXT <sup>↩</sup>		RESET <sup>↺</sup>	UNDO <sup>↶</sup>	FLAG <sup>A</sup>

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