8. Basic Concepts - 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.

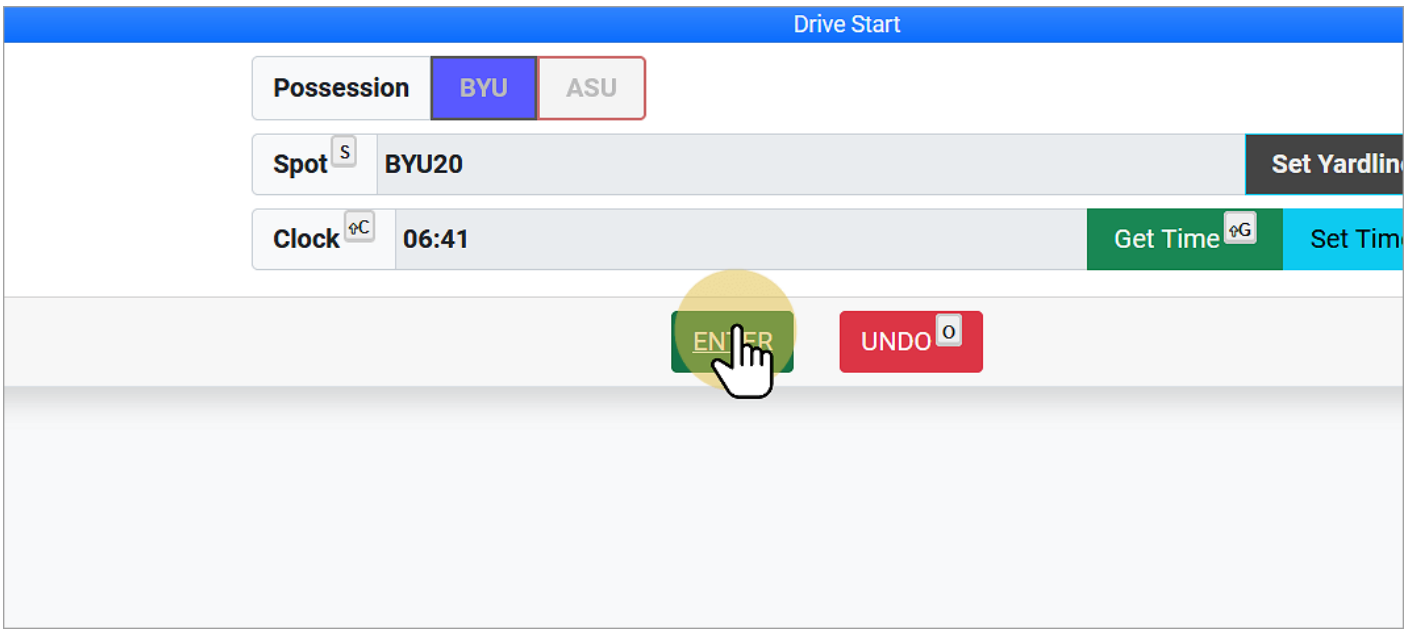
Fields that show a gray box with a letter or symbol inside can be selected by pressing the corresponding key on the keyboard; combinations of keys shown with the ↑ symbol need to be paired with the SHIFT key.

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.

Drive Starts

When a change of possession has occured, the Drive Start screen will automatically appear. Possession is selected based on the outcome of the previous play/drive.

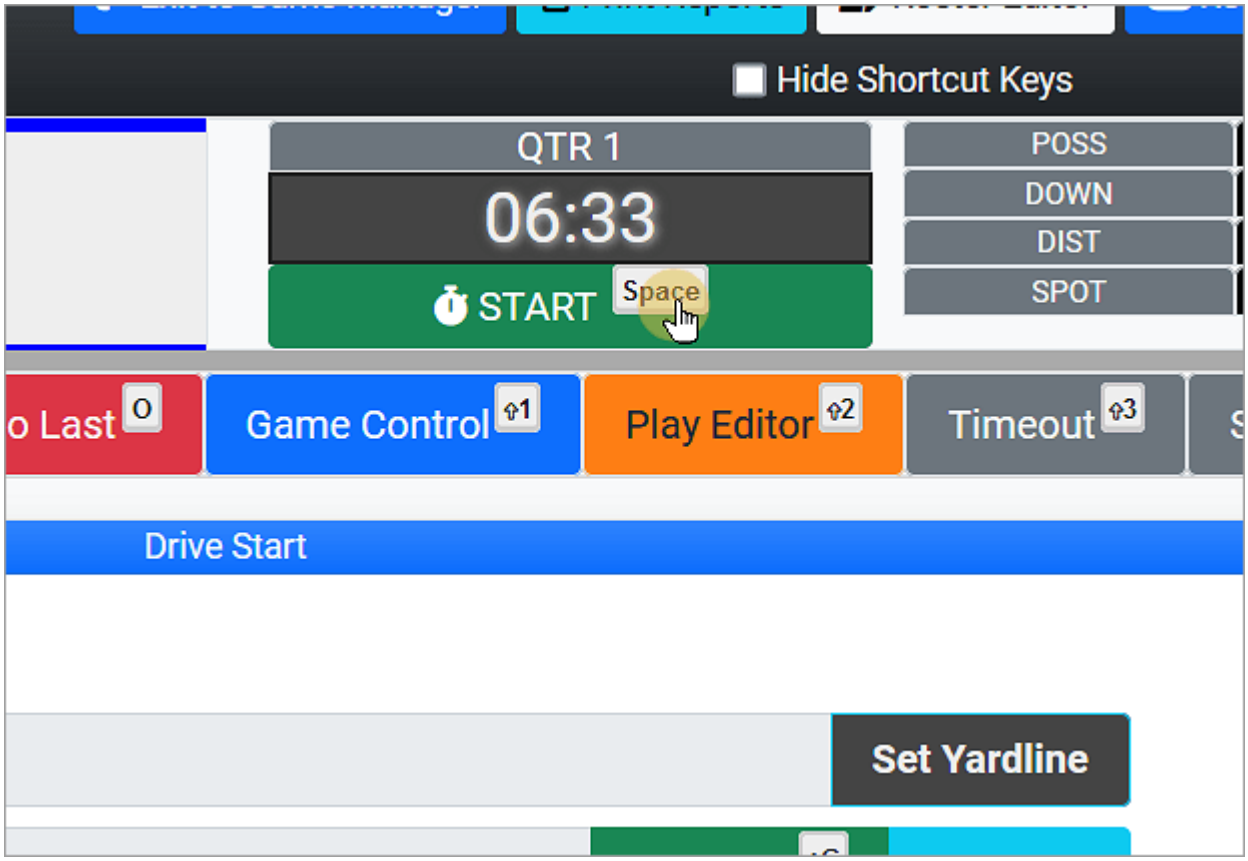
Both the spot and time of the new drive must be set.



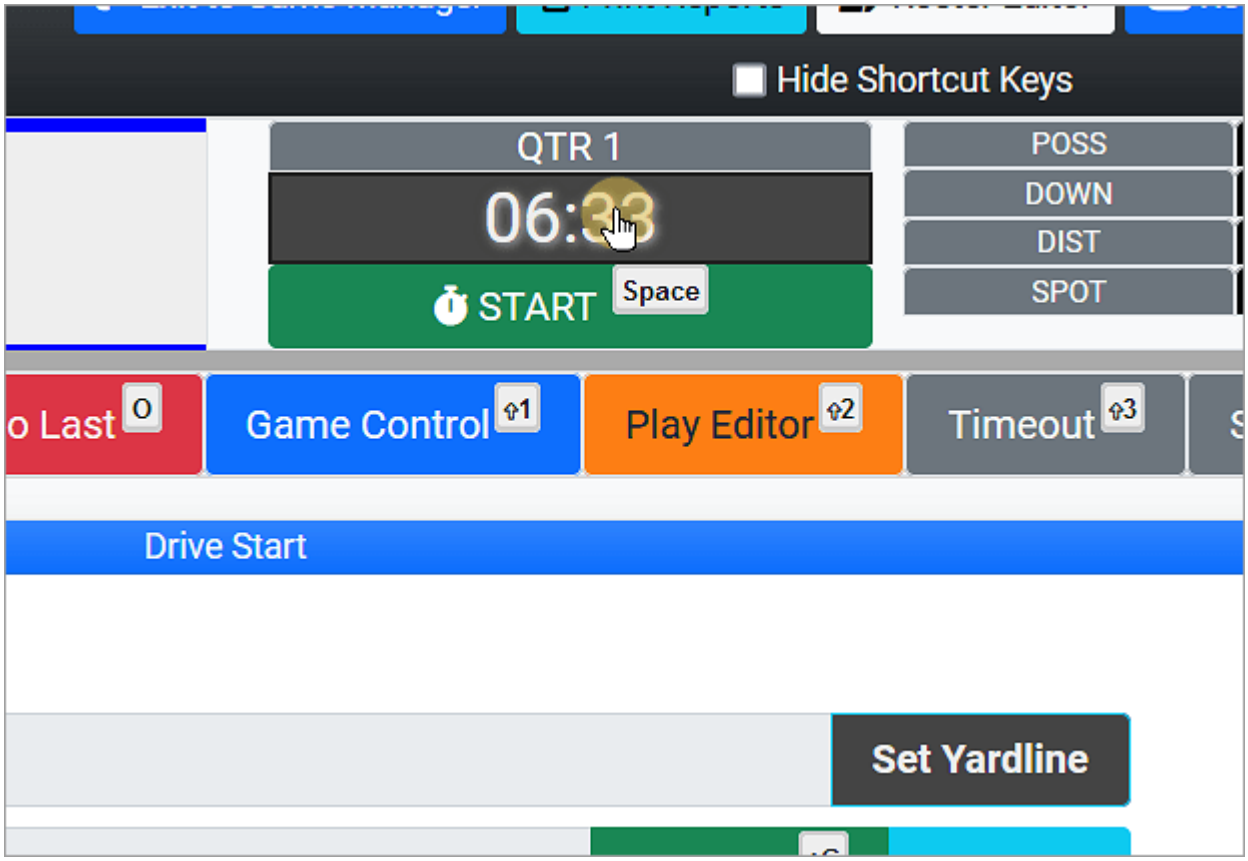
Game Clock

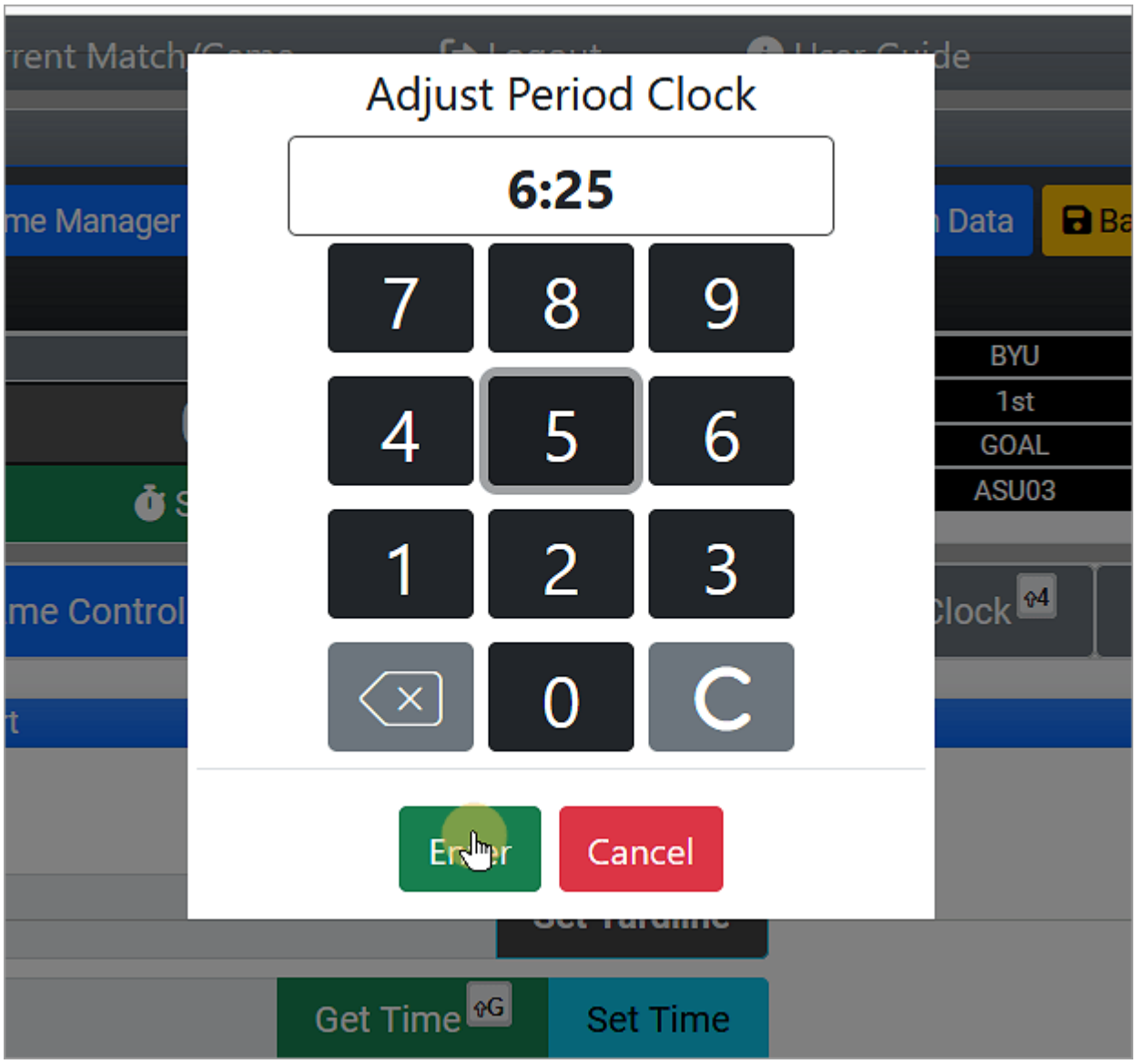
You may wish to use the running game clock to track play times during the game.

You can toggle the clock to run or stop using the button below the time (or the space bar).



To edit the game time, click on the clock time (or press SHIFT+4).

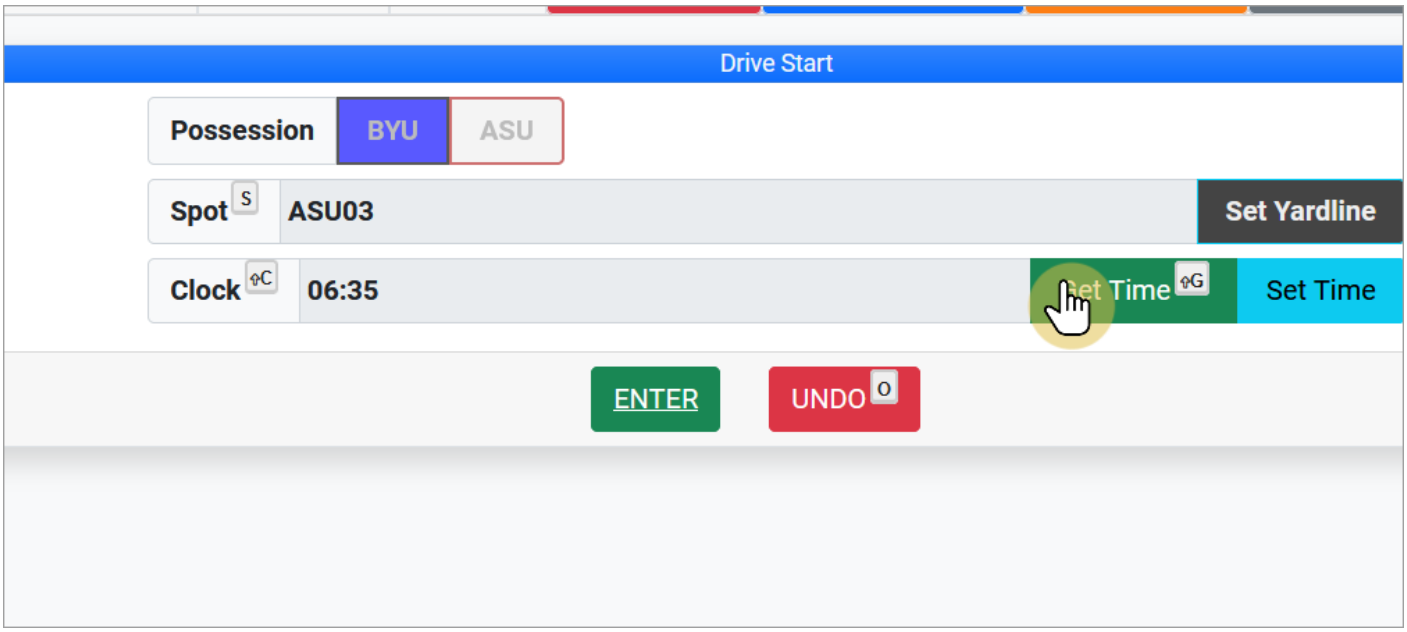



Adjust Period Clock
6:25
7
8
9
4
5
6
1
2
3
0
C
Cancel
Get Time
Set Time
BYU
1st
GOAL
ASU03

Capture Clock Time

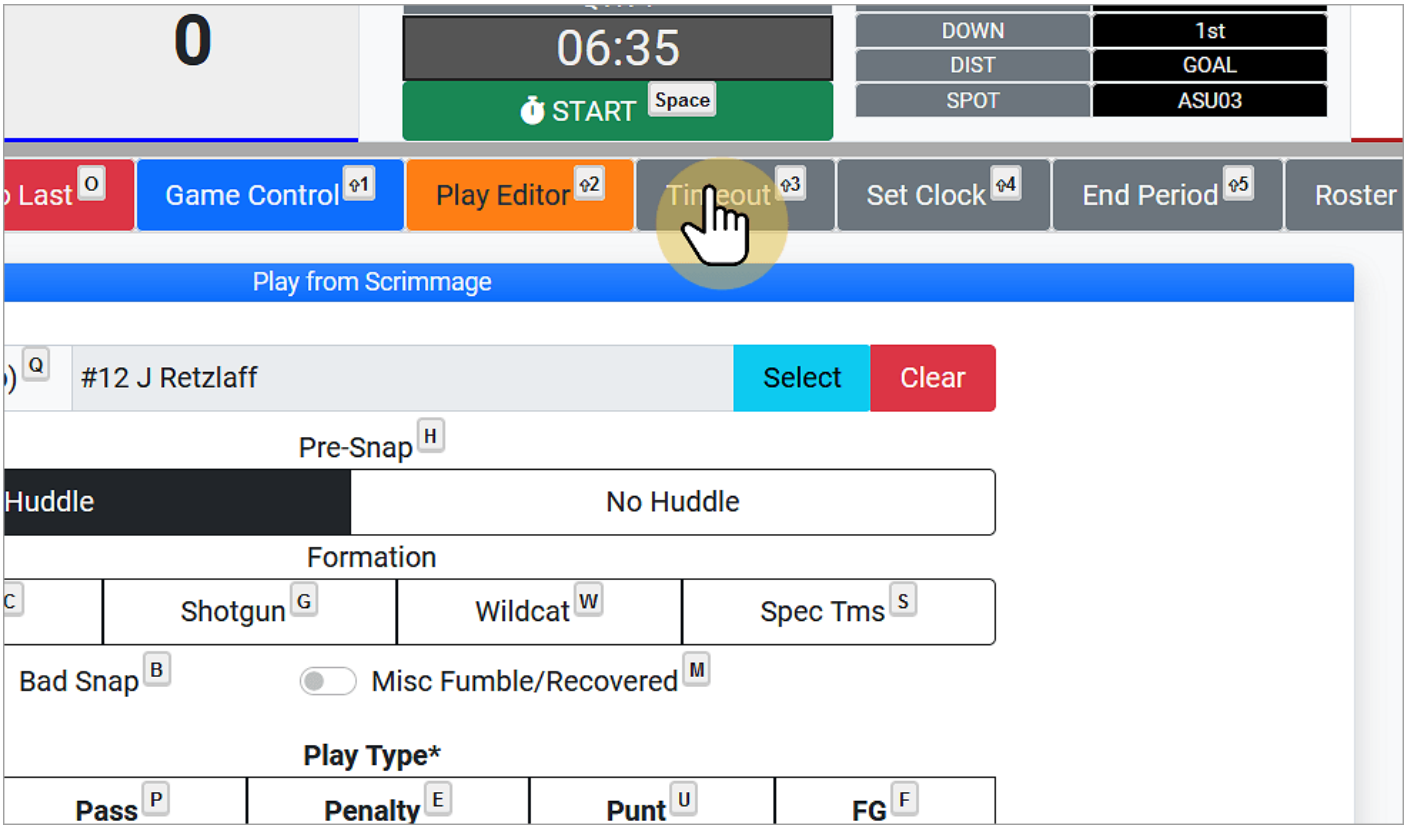
When using the running clock, you can use the 'Get Time' buttons throughout the input to capture the current clock time into the play.

When a play is saved with a clock time set while the clock is stopped, the game clock is automatically updated to the time on the play.

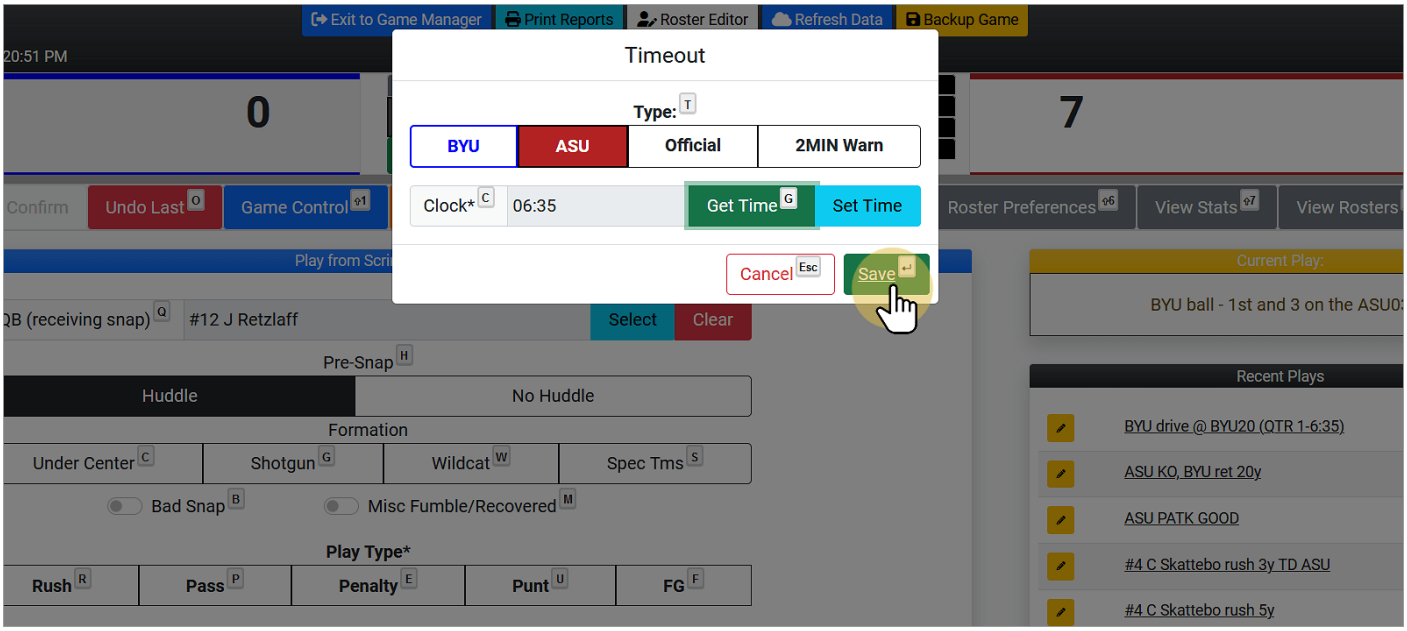


Timeouts

Timeouts (including official timeouts and two-minute warnings) can be accessed by clicking the Timeout button at the top of the tab.

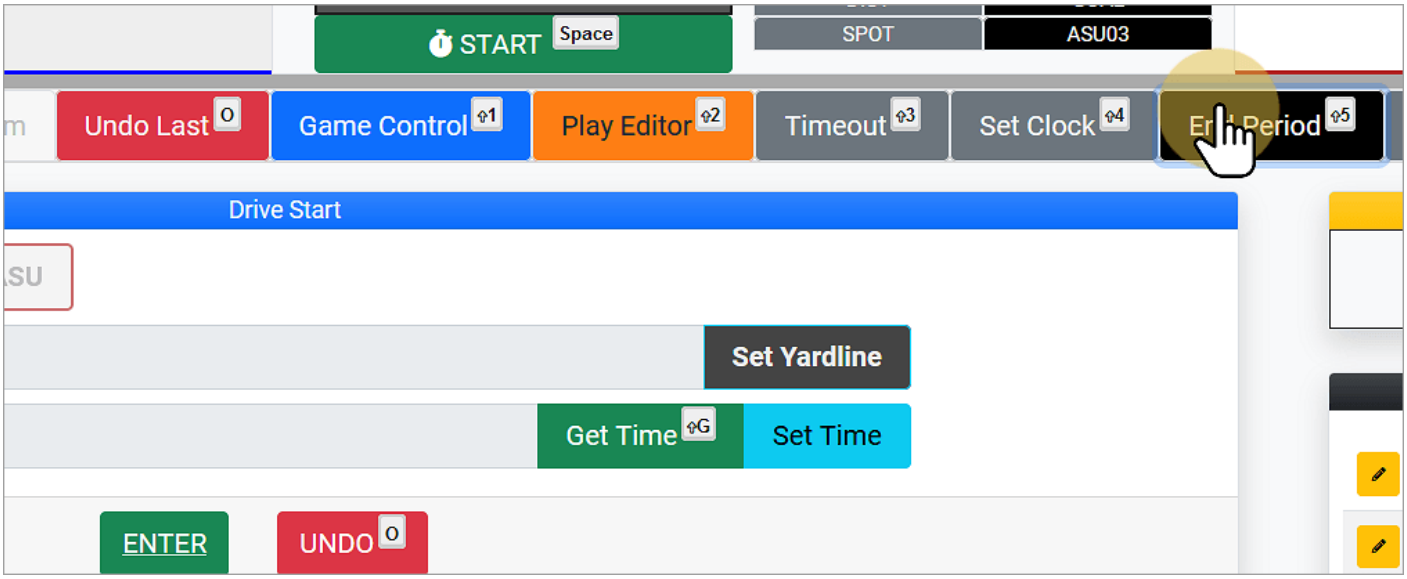


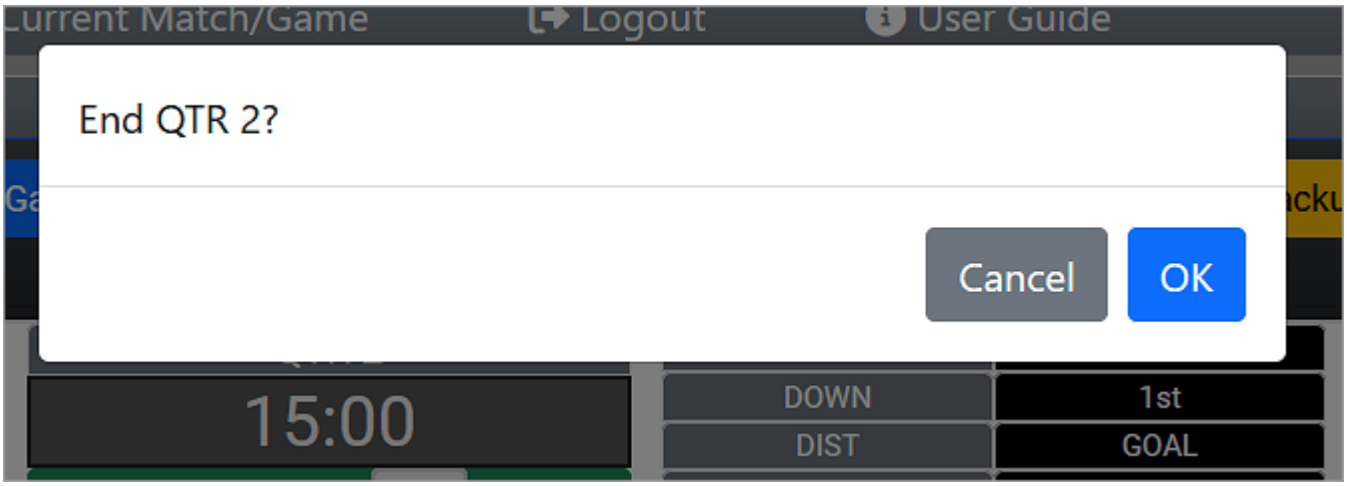
Select the type of timeout and the time it occurred.



Ending and Starting Periods

To end the current period, click End Period above the tab and confirm the choice.

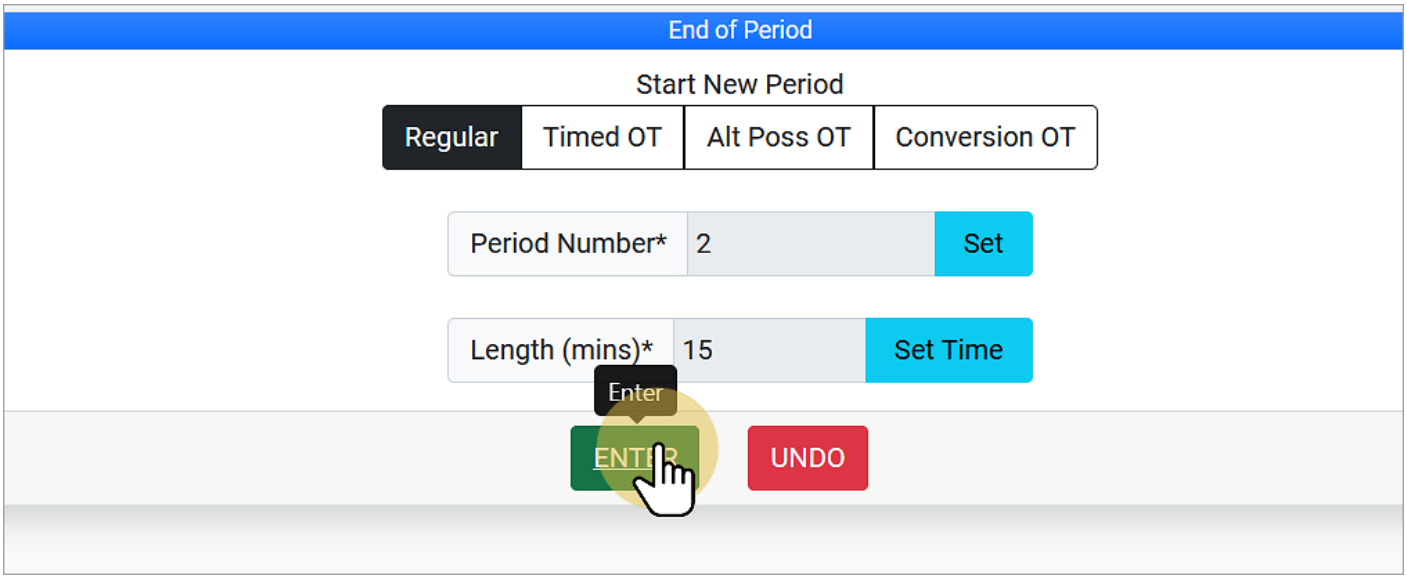



Current Match/Game
Logout
User Guide
End QTR 2?
Cancel
OK
15:00
DOWN
1st
DIST
GOAL

The Start New Period tab will automatically display after a period has been ended. Select the type of period, the number and the length and press Enter to begin the period.

If the game has reached the end of regulation, you will be prompted for Overtime if the score is tied. If the score is not tied, you will be prompted to end the game.

Note: you cannot end a period when one has not been started. You cannot start a new period until the current period has been ended.



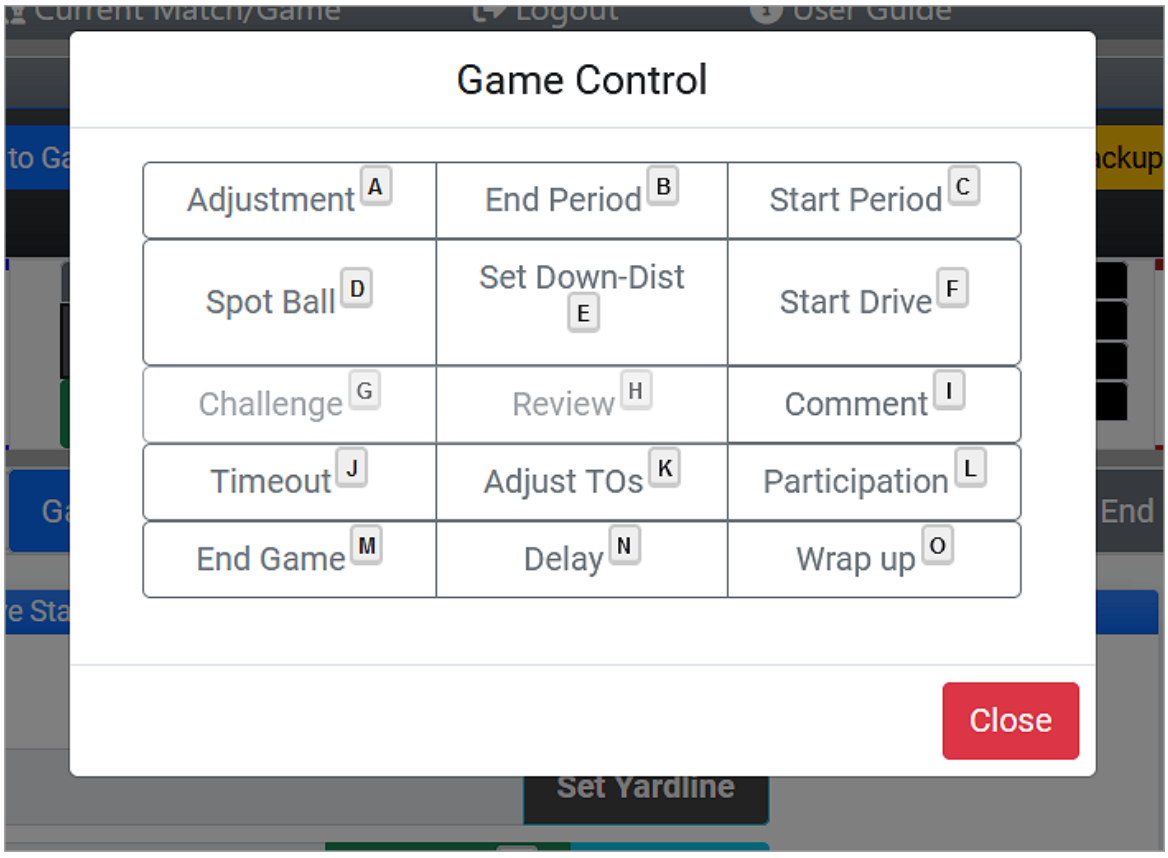
Additional Controls

While most game controls (such as kickoffs and drive starts) occur automatically, some must be activated by the user.

Additional Game Controls can be accessed by clicking the blue Game Controls button above the tab (or with the SHIFT+1 keys).

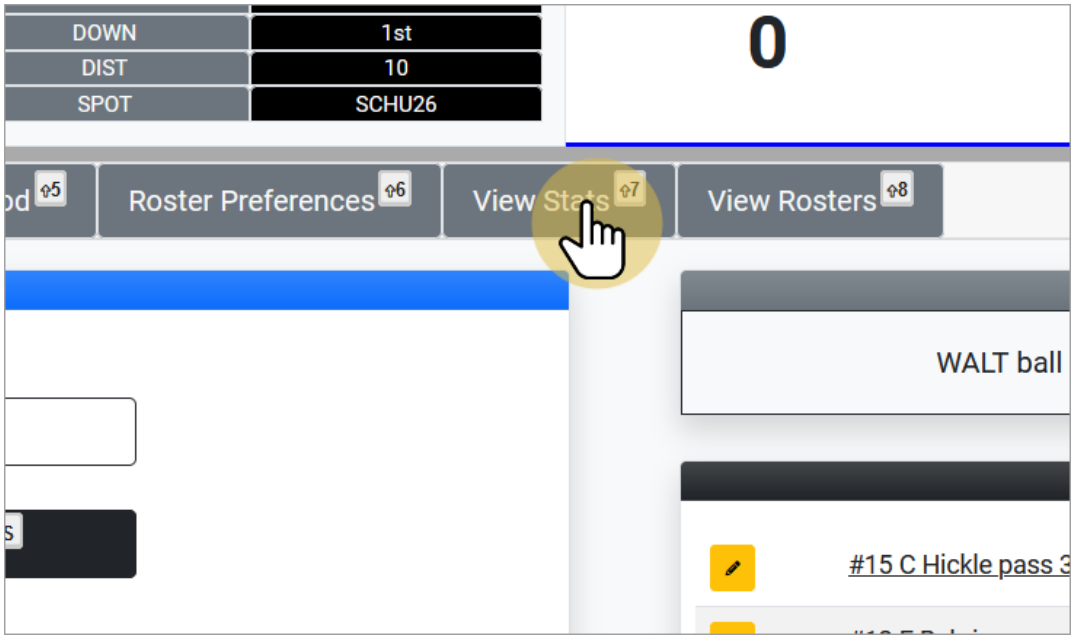
Options under here include:

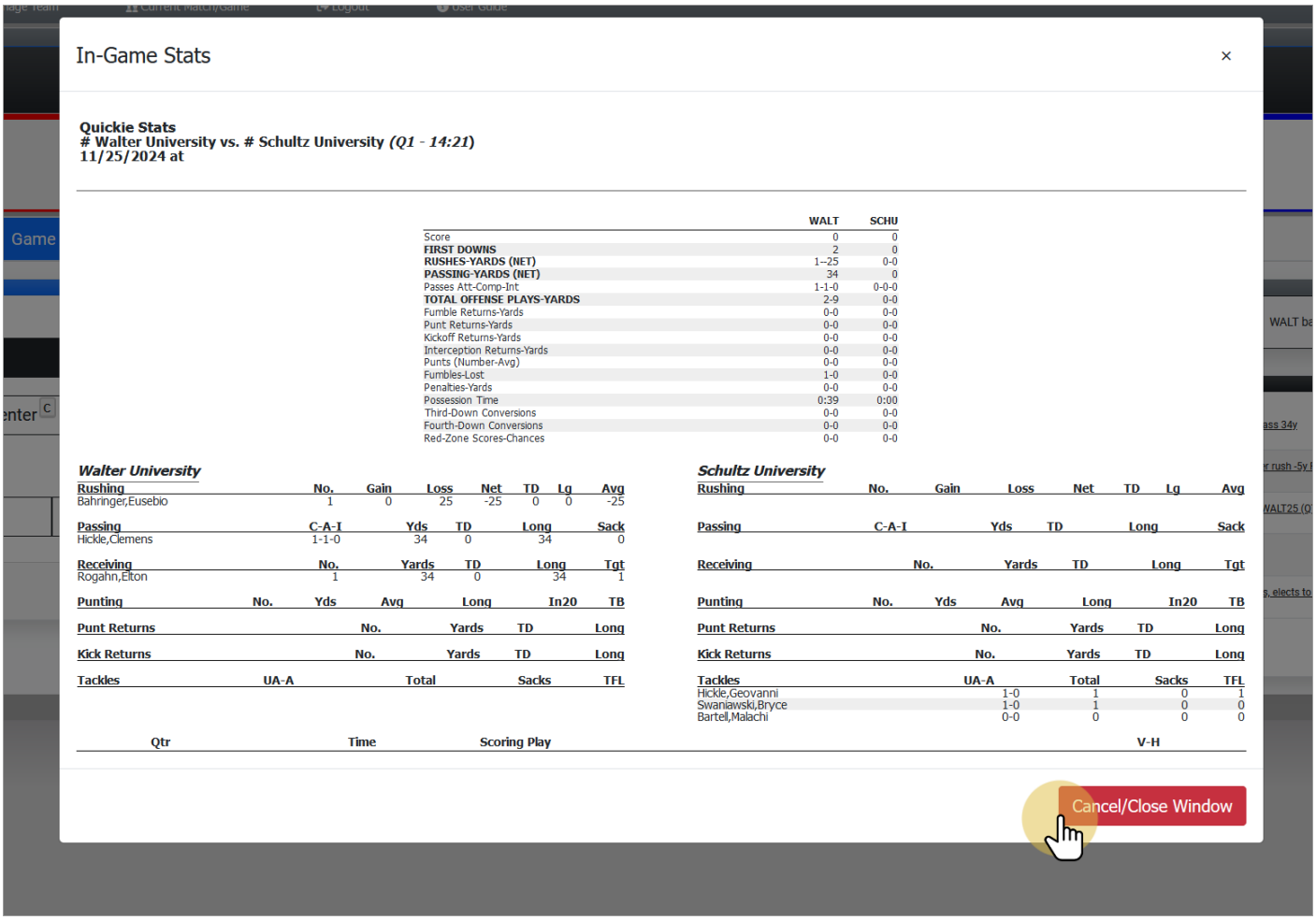
- Adjusting the down-distance of the play
- Re-spotting a ball
- Adding a scorer's comment
- Adjusting team timeouts
- Adding game delays
- Setting team participation



View In-Game Stats

Click the View Stats button (or SHIFT + 7) to bring up a view of in-game stats.





	WALT	SCHU
Score	0	0
FIRST DOWNS	2	0
RUSHES-YARDS (NET)	1--25	0-0
PASSING-YARDS (NET)	34	0
Passes Att-Comp-Int	1-1-0	0-0-0
TOTAL OFFENSE PLAYS-YARDS	2-9	0-0
Fumble Returns-Yards	0-0	0-0
Punt Returns-Yards	0-0	0-0
Kickoff Returns-Yards	0-0	0-0
Interception Returns-Yards	0-0	0-0
Punts (Number-Avg)	0-0	0-0
Fumbles-Lost	1-0	0-0
Penalties-Yards	0-0	0-0
Possession Time	0:39	0:00
Third-Down Conversions	0-0	0-0
Fourth-Down Conversions	0-0	0-0
Red-Zone Scores-Chances	0-0	0-0

Walter University

Rushing	No.	Gain	Loss	Net	TD	Lg	Avg
Bahringer,Eusebio	1	0	25	-25	0	0	-25

Passing	C-A-I	Yds	TD	Long	Sack
Hickle,Clemens	1-1-0	34	0	34	0

Receiving	No.	Yards	TD	Long	Tgt
Rogahn,Elton	1	34	0	34	1

Punting	No.	Yds	Avg	Long	In20	TB

Punt Returns	No.	Yards	TD	Long

Kick Returns	No.	Yards	TD	Long

Tackles	UA-A	Total	Sacks	TFL

Schultz University

Rushing	No.	Gain	Loss	Net	TD	Lg	Avg

Passing	C-A-I	Yds	TD	Long	Sack

Receiving	No.	Yards	TD	Long	Tgt

Punting	No.	Yds	Avg	Long	In20	TB

Punt Returns	No.	Yards	TD	Long

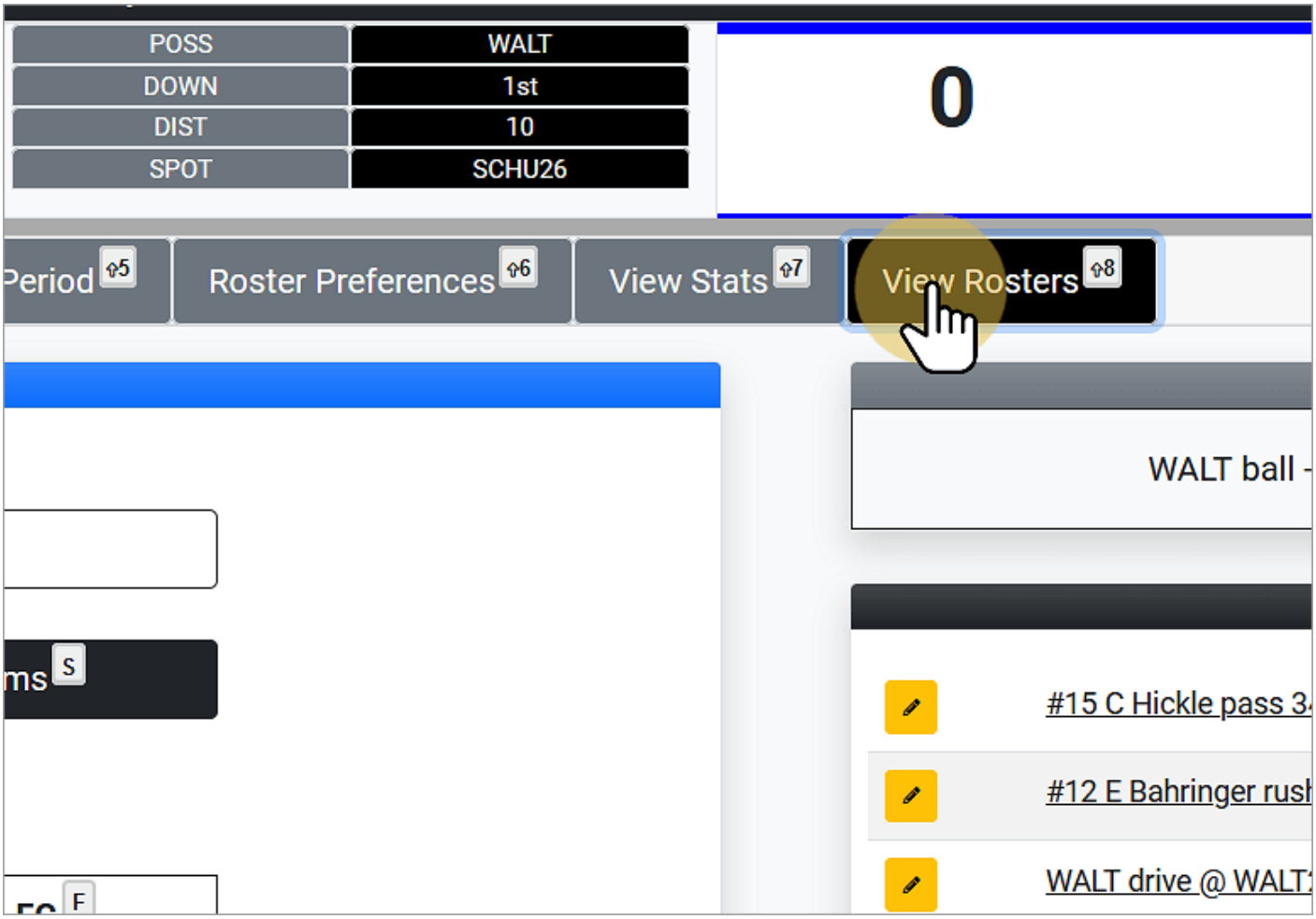
Kick Returns	No.	Yards	TD	Long

Tackles	UA-A	Total	Sacks	TFL
Hickle,Geovanni	1-0	1	0	1
Swaniawski,Bryce	1-0	1	0	0
Bartell,Malachi	0-0	0	0	0

Qtr	Time	Scoring Play	V-H

View In-Game Rosters

To view the rosters for both teams, click the View Rosters button (or press SHIFT + 8).



Click here

Schultz University Roster

Search:

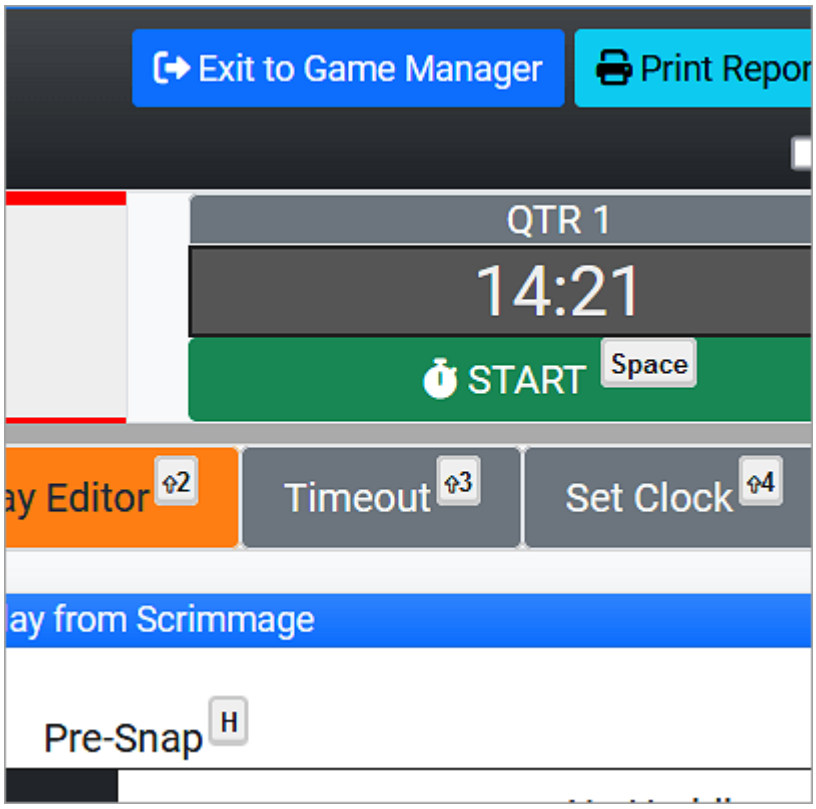
First Name	Position
Candelario	LB
Eusebio	OL
Casey	K
Dusty	QB
Chauncey	OG
Milan	OL
Hubert	MLB
Hayden	CB
Jamaal	OG
Blaise	PR
Eino	DB
Eduardo	DL
Marcelino	RB
Murphy	WLB
Werner	OT
Eric	TE
Andrew	WLB
Keanu	OLB
Wilber	RB
Lamont	OLB
Isai	RB
Milford	LS
Issac	KR
Sanford	FS
Freddie	KR
Santiago	QB
Deonte	NT
Orlo	MLB
Clemens	FS
Winston	QB
Lafayette	DE

Uni	Last Name	First Name
66	Abernathy	Sydney
26	Ankunding	Allan
76	Barrows	Rolando
23	Bartell	Malachi
21	Bayer	Damien
31	Beahan	Javier
63	Beatty	Rasheed
95	Bechtelar	Kayleigh
61	Beer	Noah
49	Blanda	Keyon
14	Boehm	Morton
78	Borer	Jamal
30	Braun	Bailey
13	Brown	Dalton
86	Carter	Westley
47	Connelly	Diego
91	Cormier	Porter
15	Crist	Adan
59	Cronin	Orin
54	Cummings	Grant
82	Daniel	Gerhard
94	Douglas	Chaim
87	Durgan	Doris
79	Emmerich	Corbin
48	Fay	Weldon
88	Goldner	Rey
92	Goyette	Guillermo
64	Hammes	Jarvis
98	Hand	Christian
45	Hauck	Robb
74	Heidenreich	Narciso

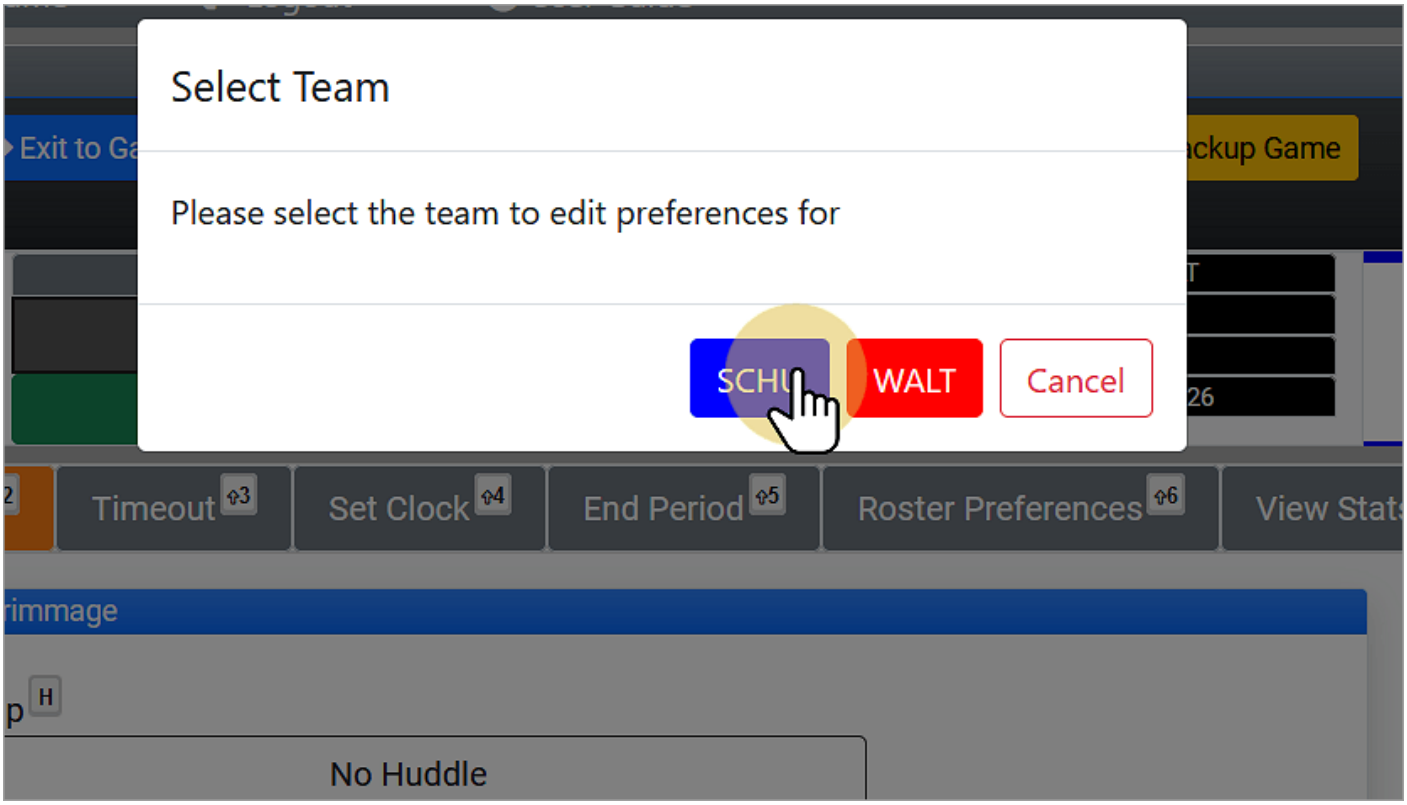
Roster Preferences

Setting Rosters Preferences can speed up the entry of plays by setting commonly used players for specific positions.

Click on the Roster Preferences button to make changes.

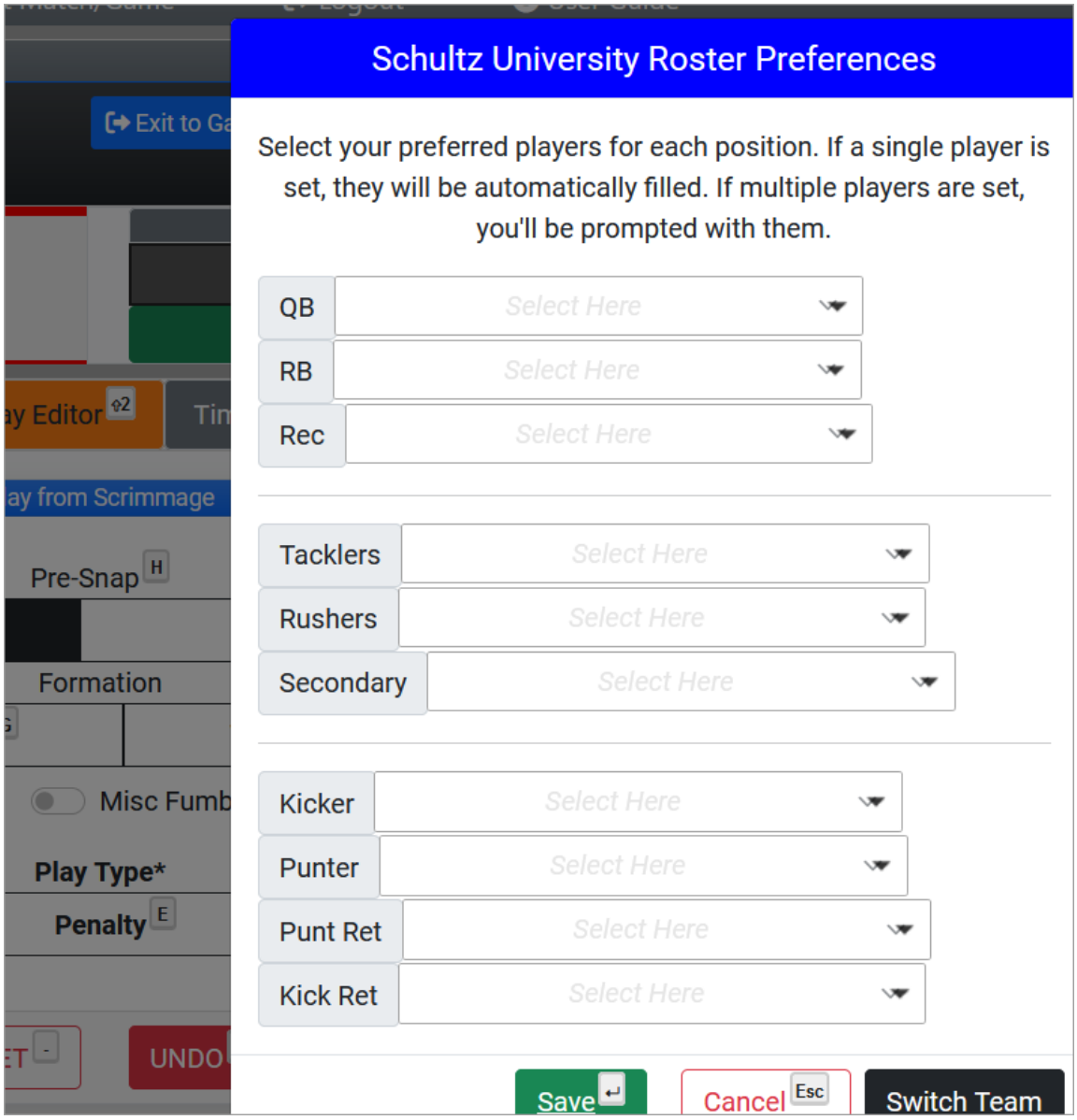


Select the team you would like to set preferences for.

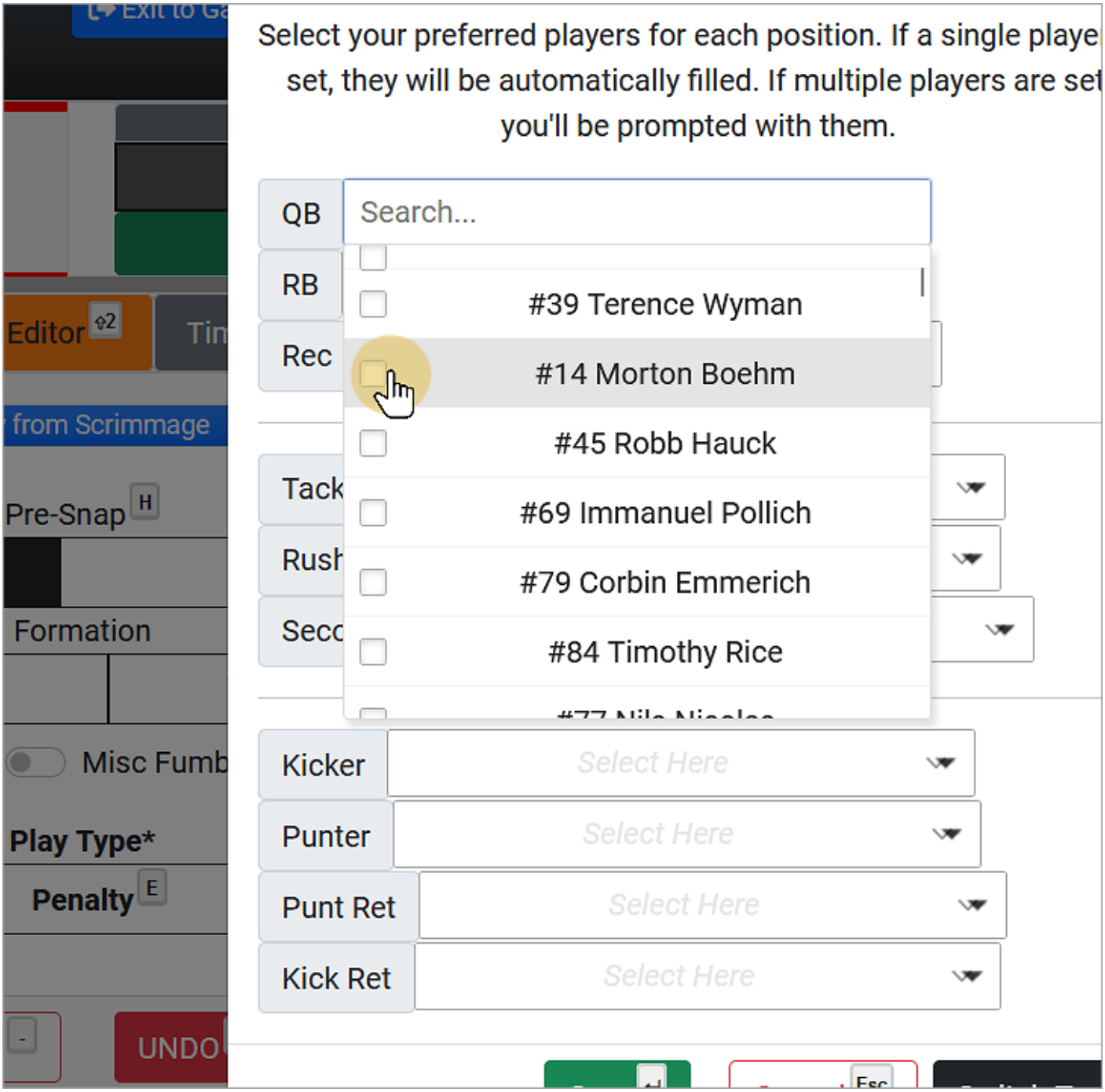


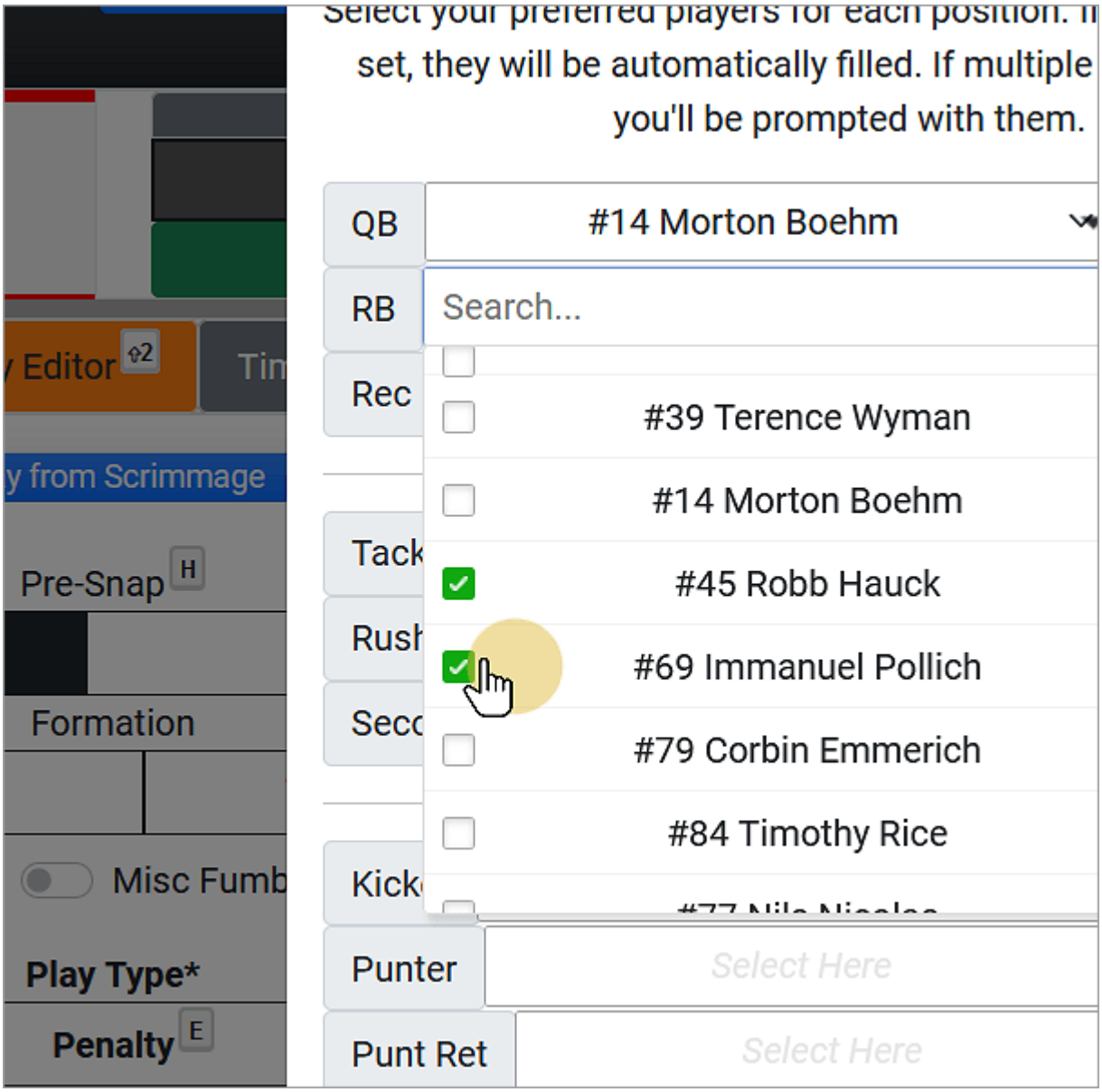
Preferred players can be set for the listed positions.

One or more preferred players may be set.

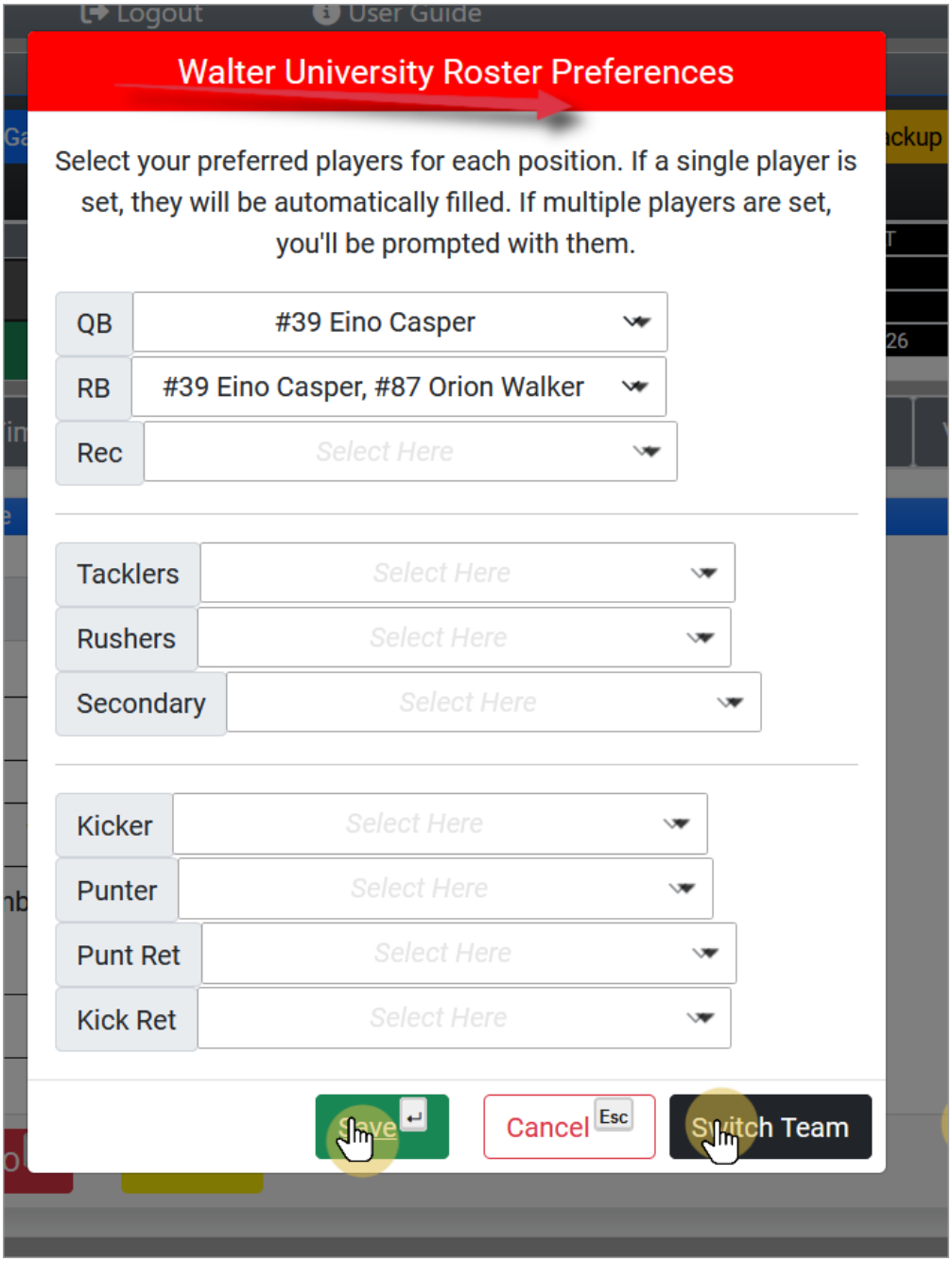


Select players from the list (or type in a name to search) and check the box next to a player to select them.




Editor
y from Scrimmage
Pre-Snap
Formation
Misc Fumb
Play Type*
Penalty
set, they will be automatically filled. If multiple
you'll be prompted with them.
QB
#14 Morton Boehm
RB
Search...
Rec
#39 Terence Wyman
#14 Morton Boehm
#45 Robb Hauck
#69 Immanuel Pollich
#79 Corbin Emmerich
#84 Timothy Rice
Punter
Select Here
Punt Ret
Select Here

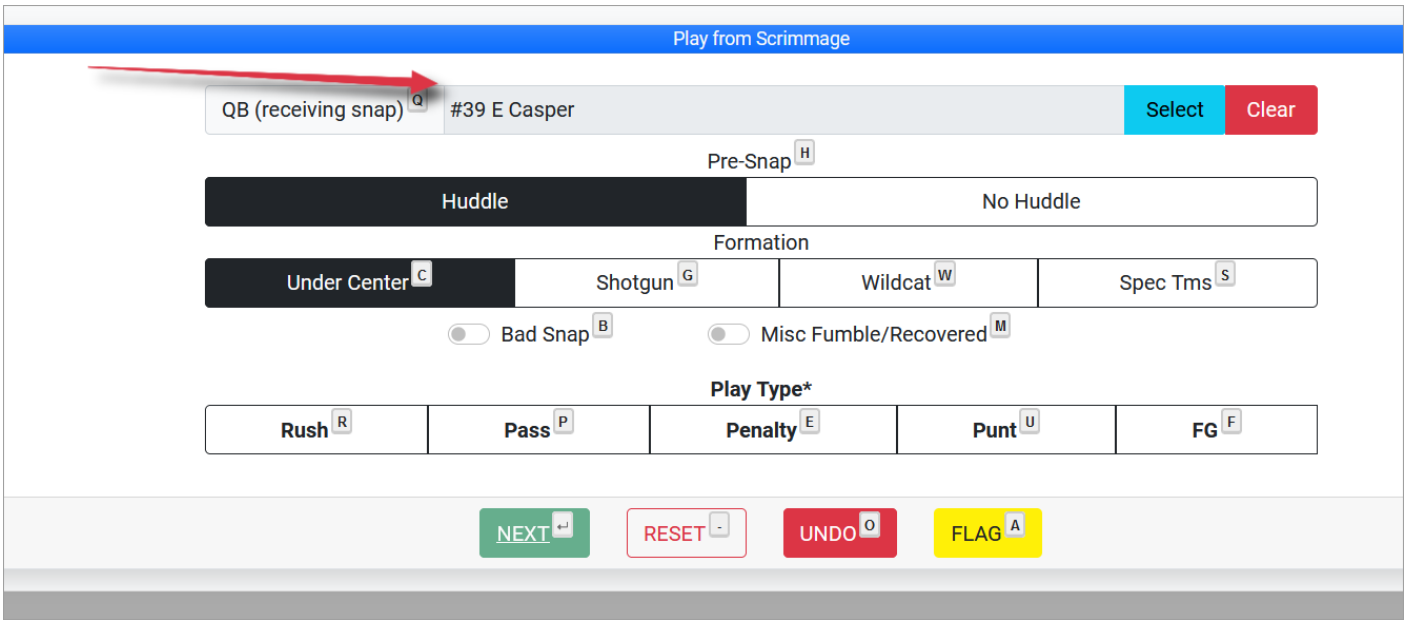
Click Save to save your changes and return to the scoring view or click Switch Team to save changes and edit the other team's preferences.



One Player Preference

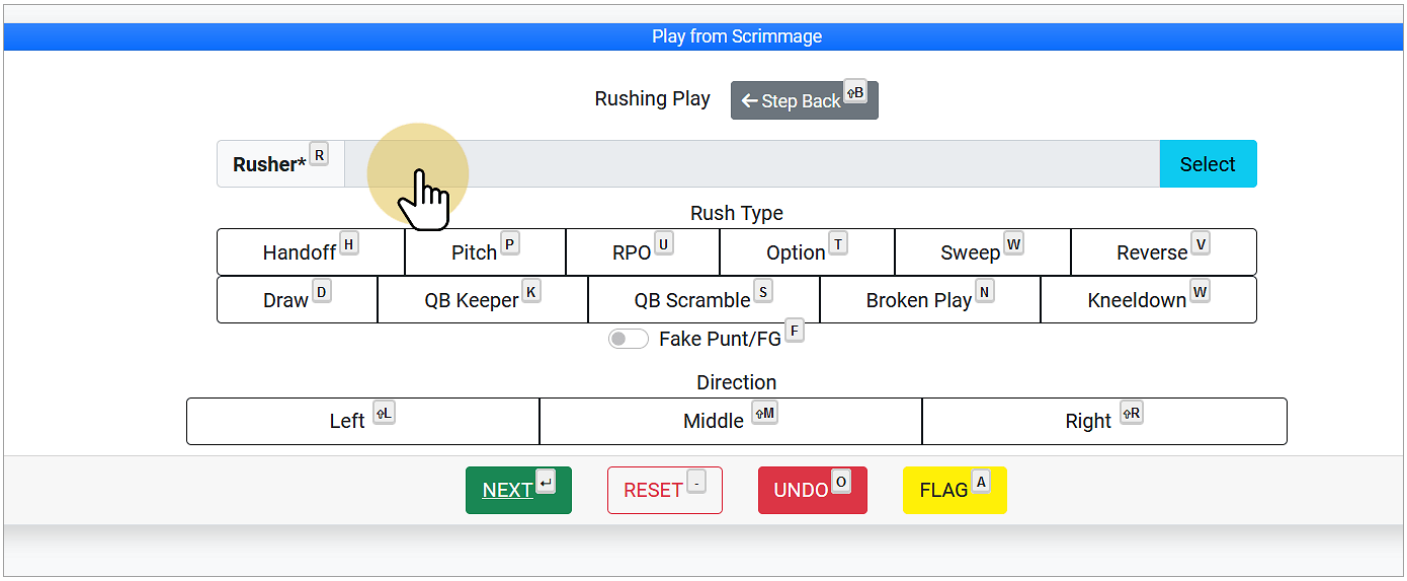
When one player is selected, their name will automatically be filled into any fields that have been designated for that position.

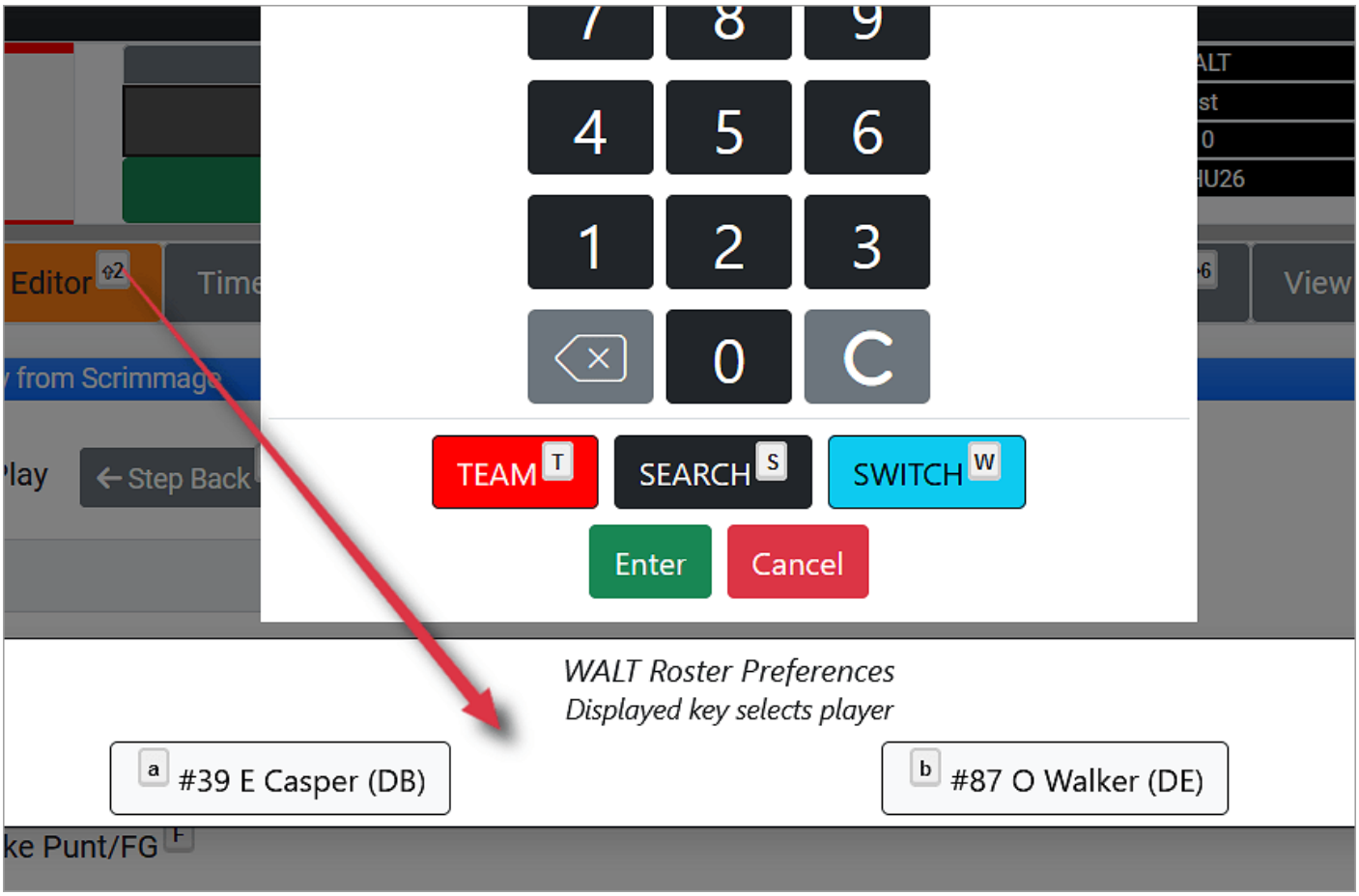
This can be overridden by clicking 'Select' to select a new player or 'Clear' to delete it entirely.



Multiple Player Preference

When two or more players have been selected for a position, their names will show at the bottom for quick selection whenever a field for that position is activated.




4
5
6
1
2
3
0
TEAM T
SEARCH S
SWITCH W
Enter
Cancel
Editor
Step Back
WALT Roster Preferences
Displayed key selects player
a #39 E Casper (DB)
b #87 O Walker (DE)