



# statinput

*for Football*

**User's Guide**

## 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.

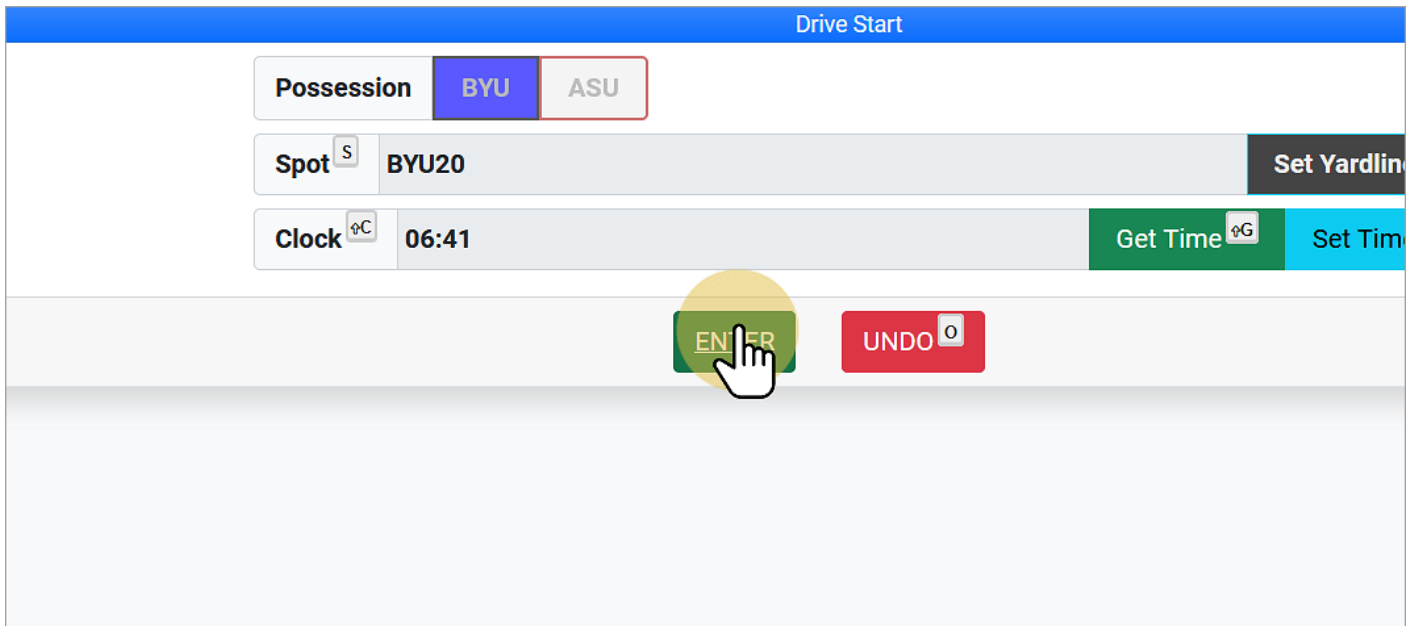
Fields that show a gray box with a letter or symbol inside can be selected by pressing the corresponding key on the keyboard; combinations of keys shown with the ↑ symbol need to be paired with the SHIFT key.

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 occurred, 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.



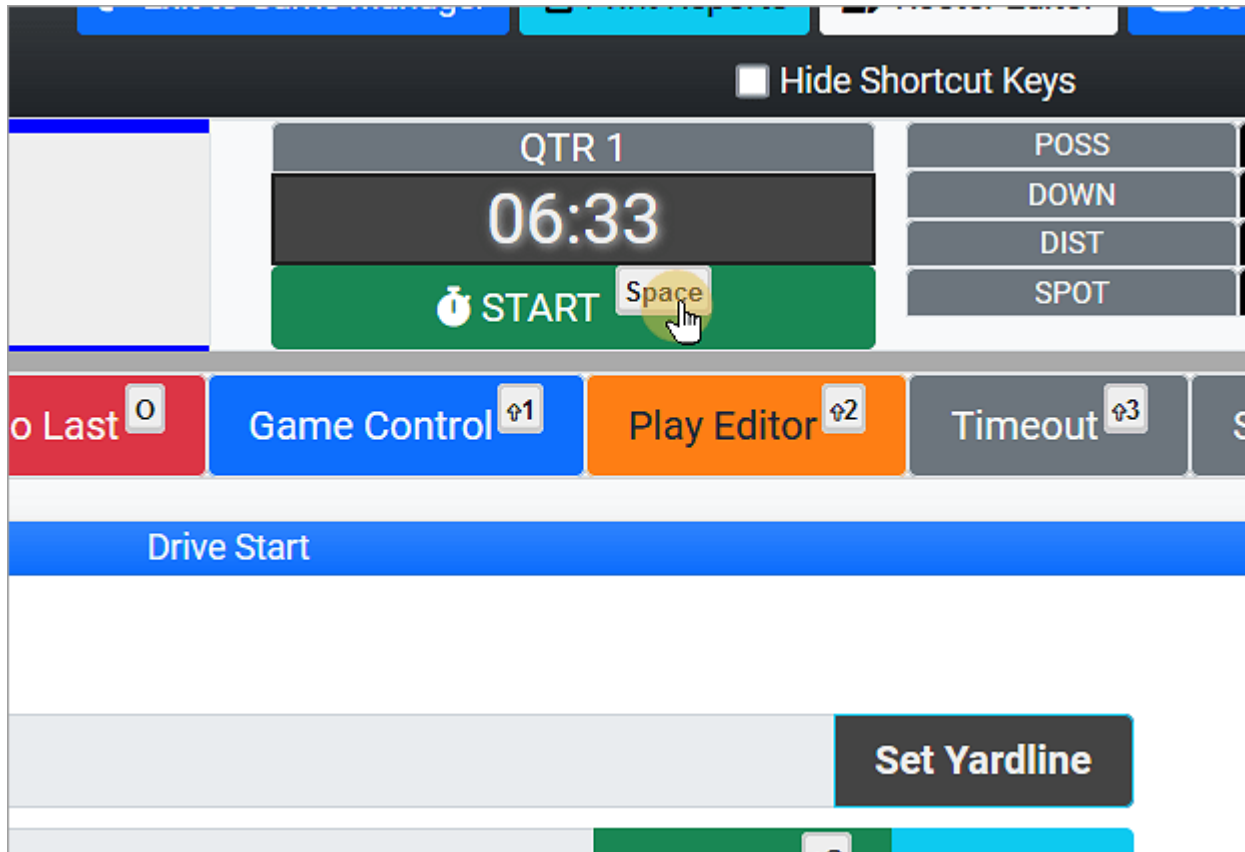
The screenshot shows a 'Drive Start' screen with the following elements:

- Possession:** A dropdown menu with 'BYU' selected (highlighted in blue) and 'ASU' as an alternative option (highlighted in red).
- Spot:** A text field containing 'BYU20' with a small 'S' icon to its left. A 'Set Yardline' button is located to the right of the field.
- Clock:** A text field containing '06:41' with a small 'C' icon to its left. A 'Get Time' button with a 'G' icon is to the right, and a 'Set Time' button is partially visible on the far right.
- Bottom Bar:** Contains two buttons: a green 'ENTER' button with a hand cursor icon pointing to it, and a red 'UNDO' button with a 'U' icon.

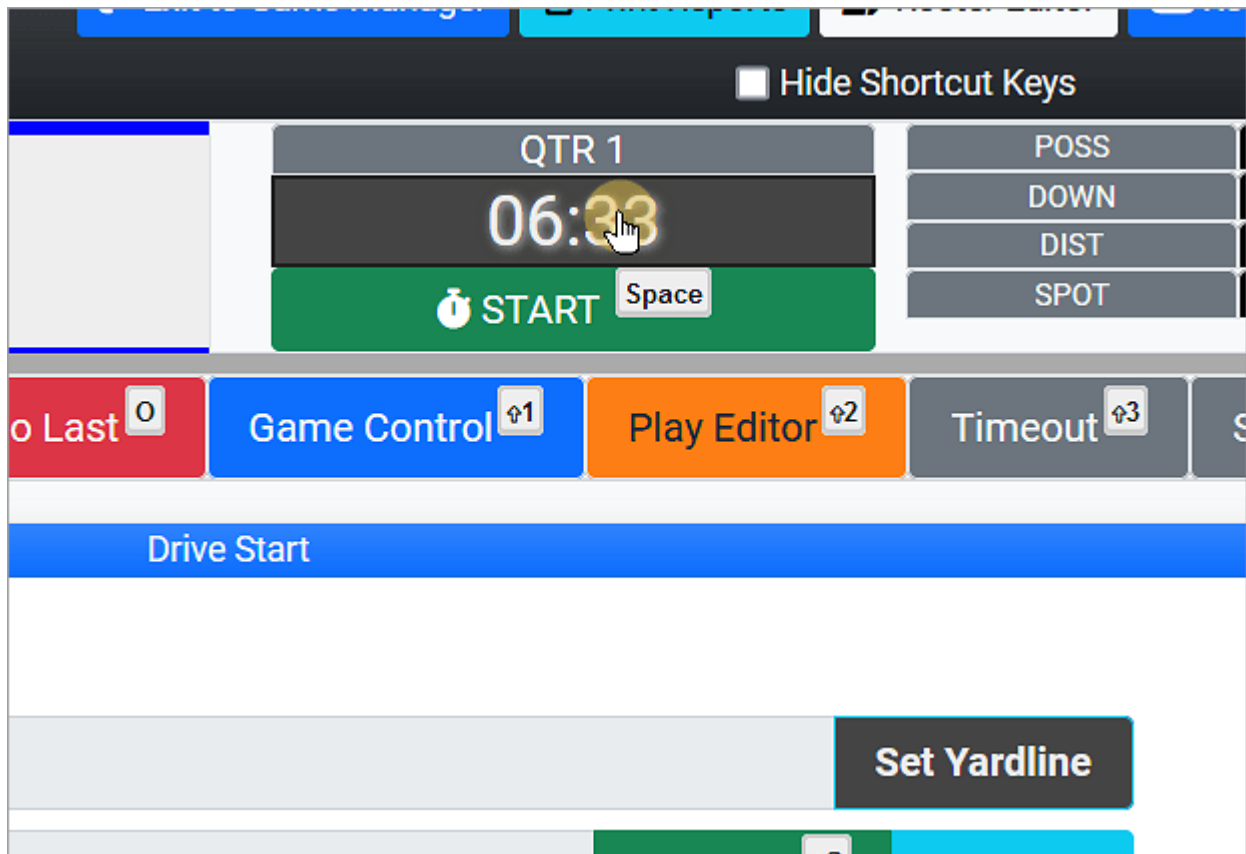
## Game Clock

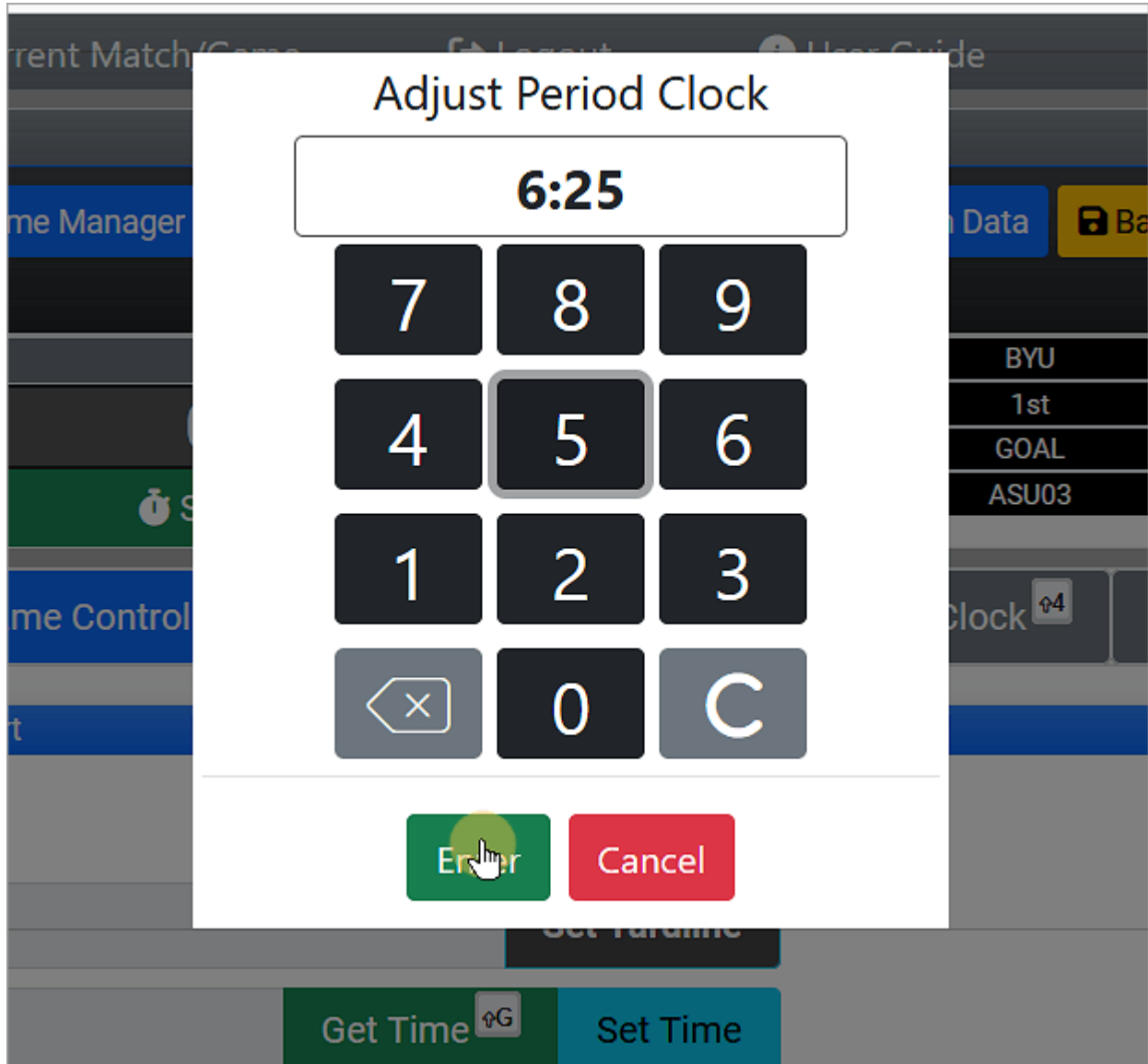
You may wish to use the running game clock to track play times during the game.

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).

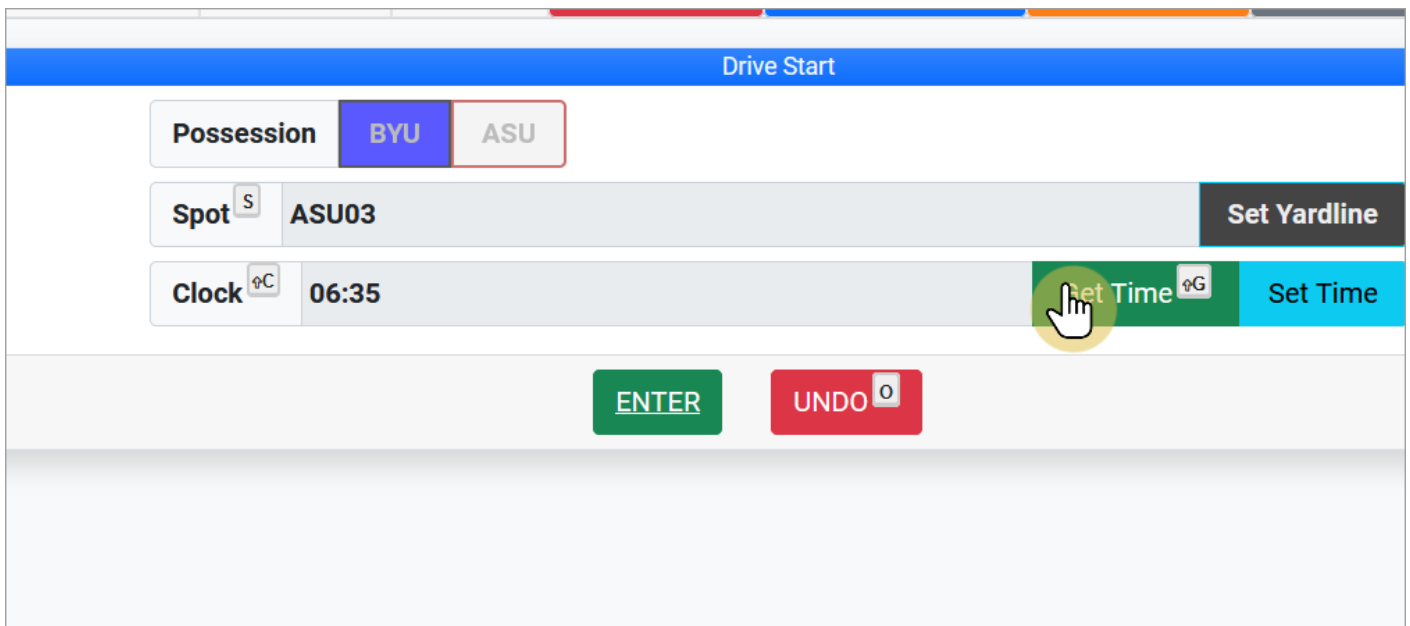




## Capture Clock Time

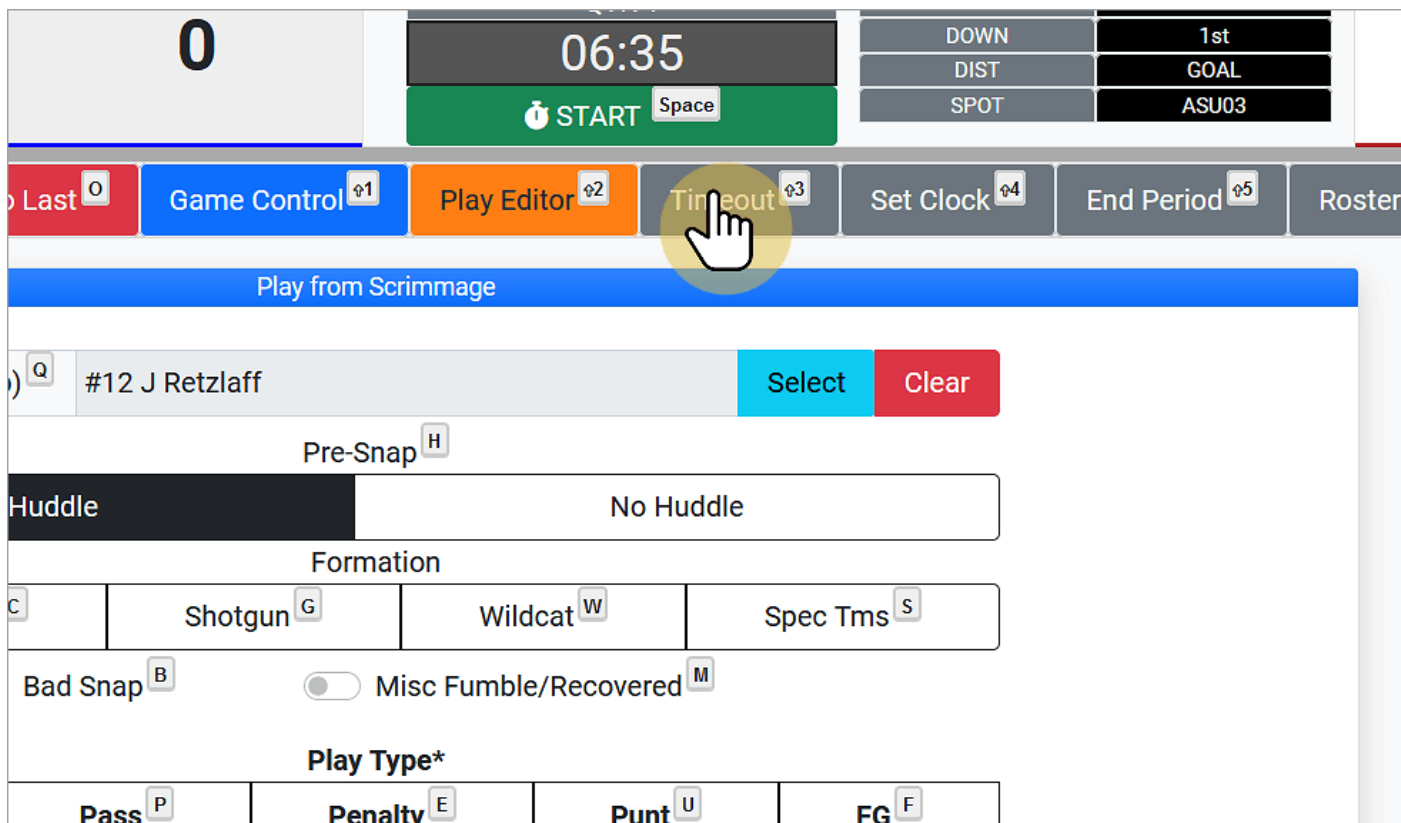
When using the running clock, you can use the 'Get Time' buttons throughout the input to capture the current clock time into the play.

**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.



The screenshot shows the StatInput interface with the following elements:

- Scoreboard:** Score 0, Time 06:35, Start button (Space), and game status (DOWN, 1st, DIST, GOAL, SPOT, ASU03).
- Navigation Bar:** Buttons for Last (O), Game Control (1), Play Editor (2), **Timeout (3)** (highlighted with a hand icon), Set Clock (4), End Period (5), and Roster.
- Play from Scrimmage:** A blue bar indicating the current play mode.
- Player Selection:** A search bar containing "#12 J Retzlaff" with Select and Clear buttons.
- Pre-Snap:** A button labeled "Pre-Snap (H)".
- Huddle:** A toggle between "Huddle" and "No Huddle".
- Formation:** Buttons for Shotgun (G), Wildcat (W), and Spec Tms (S).
- Bad Snap:** A button labeled "Bad Snap (B)".
- Misc Fumble/Recovered:** A toggle switch labeled "Misc Fumble/Recovered (M)".
- Play Type\*:** Buttons for Pass (P), Penalty (E), Punt (U), and FG (F).

## 8. Basic Concepts - Additional Controls

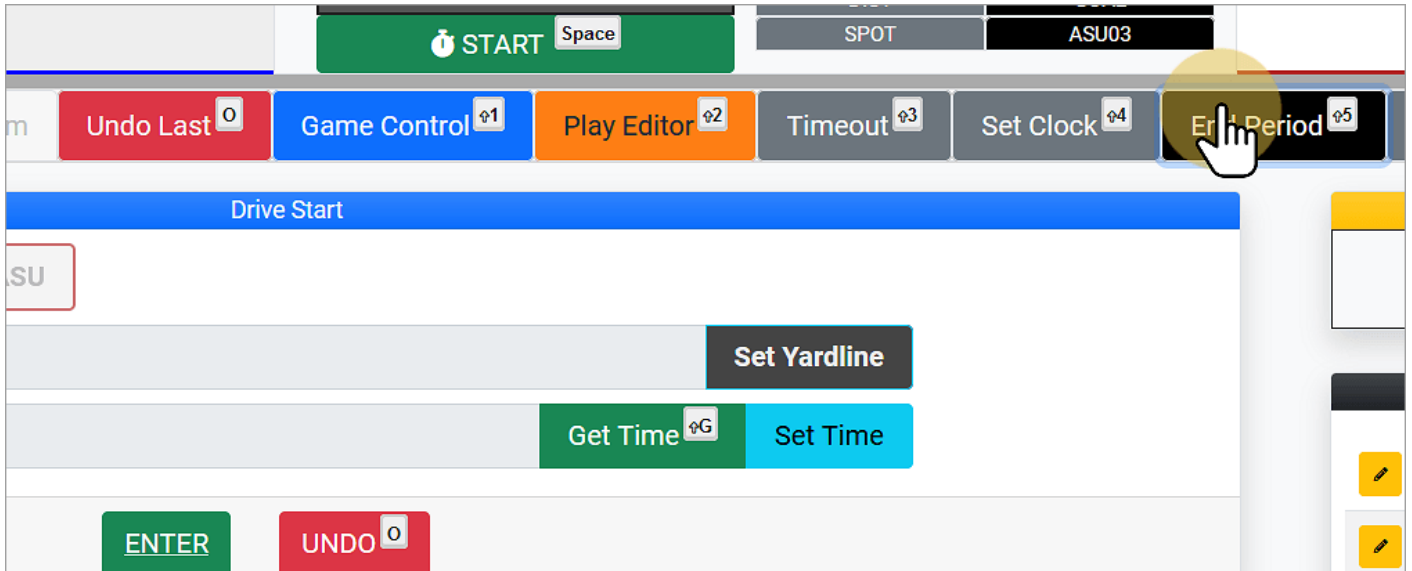
Select the type of timeout and the time it occurred.

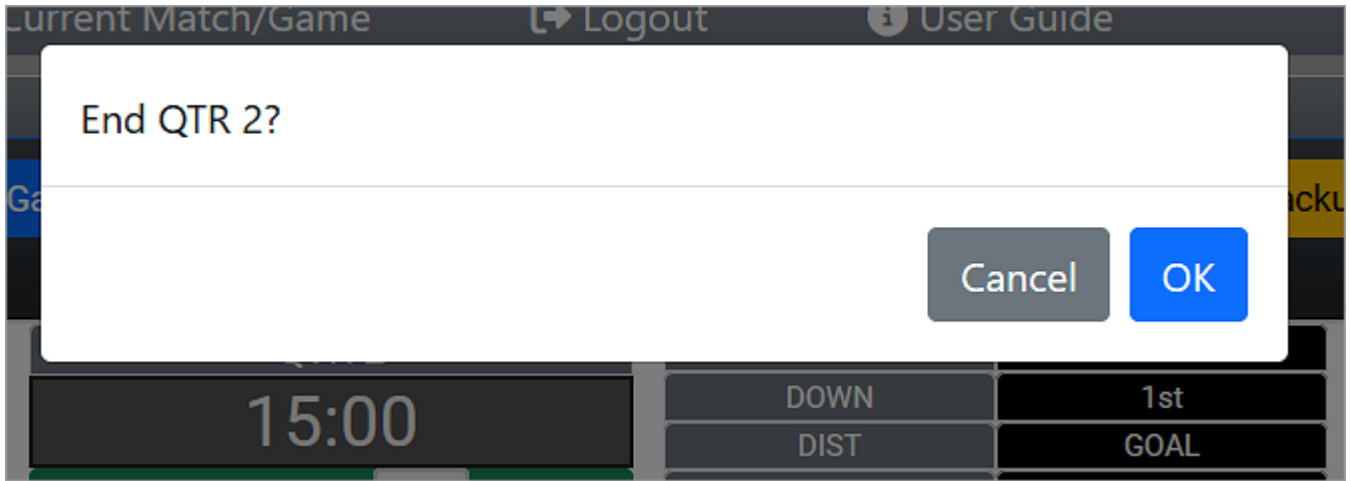
The screenshot displays the StatInput software interface during a game. A 'Timeout' dialog box is open in the center, allowing the user to select a timeout type and set a clock. The 'Type' dropdown is currently set to 'BYU'. The 'Clock\*' field shows '06:35'. The dialog includes buttons for 'Get Time', 'Set Time', 'Cancel', and 'Save'. A mouse cursor is positioned over the 'Save' button. The background interface shows game management options such as 'Huddle', 'Formation', and 'Play Type'.



## Ending and Starting Periods

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





## 8. Basic Concepts - Additional Controls

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.**

End of Period

Start New Period

Regular	Timed OT	Alt Poss OT	Conversion OT
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Period Number*	2	Set
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Length (mins)*	15	Set Time
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Enter  
ENTER

UNDO

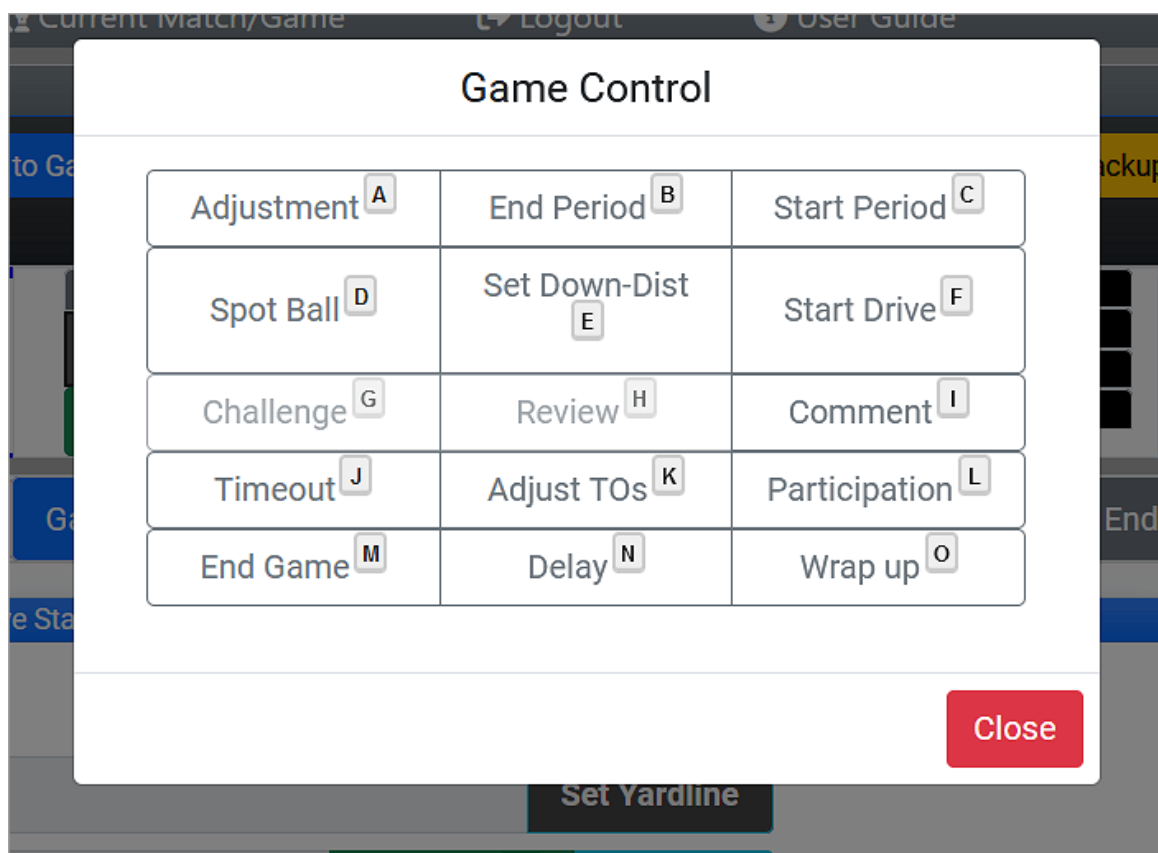
## Additional Controls

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).

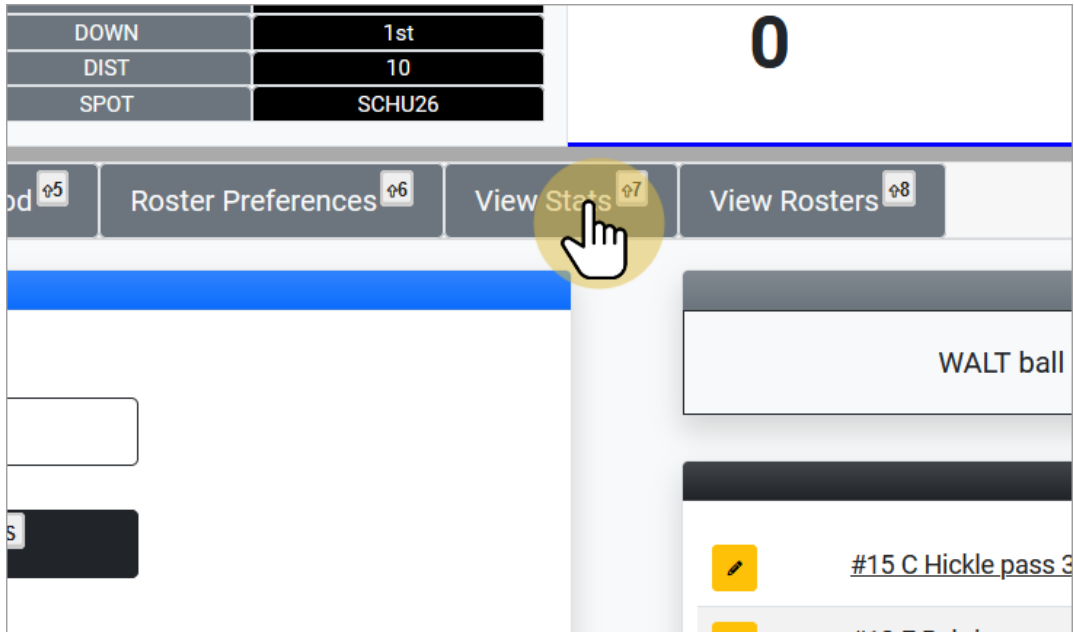
Options under here include:

- 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.



## 8. Basic Concepts - Additional Controls

### In-Game Stats ×

**Quickie Stats**  
**# Walter University vs. # Schultz University (Q1 - 14:21)**  
 11/25/2024 at

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	WALT	SCHU
Score	0	0
<b>FIRST DOWNS</b>	2	0
<b>RUSHES-YARDS (NET)</b>	1-25	0-0
<b>PASSING-YARDS (NET)</b>	34	0
Passes Att-Comp-Int	1-1-0	0-0-0
<b>TOTAL OFFENSE PLAYS-YARDS</b>	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

<b>Walter University</b>								<b>Schultz University</b>							
<b>Rushing</b>								<b>Rushing</b>							
	No.	Gain	Loss	Net	TD	Lg	Avg		No.	Gain	Loss	Net	TD	Lg	Avg
Bahringer,Eusebio	1	0	25	-25	0	0	-25								
<b>Passing</b>								<b>Passing</b>							
	C-A-I	Yds	TD	Long	Sack				C-A-I	Yds	TD	Long	Sack		
Hickle,Clemens	1-1-0	34	0	34	0										
<b>Receiving</b>								<b>Receiving</b>							
	No.	Yards	TD	Long	Tgt				No.	Yards	TD	Long	Tgt		
Rogahn,Elton	1	34	0	34	1										
<b>Punting</b>								<b>Punting</b>							
	No.	Yds	Avg	Long	In20	TB			No.	Yds	Avg	Long	In20	TB	
<b>Punt Returns</b>								<b>Punt Returns</b>							
	No.	Yards	TD	Long					No.	Yards	TD	Long			
<b>Kick Returns</b>								<b>Kick Returns</b>							
	No.	Yards	TD	Long					No.	Yards	TD	Long			
<b>Tackles</b>								<b>Tackles</b>							
	UA-A	Total	Sacks	TFL					UA-A	Total	Sacks	TFL			
								Hickle,Geovanni	1-0	1	0	1			
								Swaniewski,Bryce	1-0	1	0	0			
								Bartel,Malachi	0-0	0	0	0			

Qtr	Time	Scoring Play	V-H

Cancel/Close Window

## View In-Game Rosters

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

POSS	WALT	0
DOWN	1st	
DIST	10	
SPOT	SCHU26	

Period ⬆5

Roster Preferences ⬆6

View Stats ⬆7

**View Rosters ⬆8**

WALT ball -

- #15 C Hickie pass 3-
- #12 E Bahringer rush
- WALT drive @ WALT

[Click here](#)

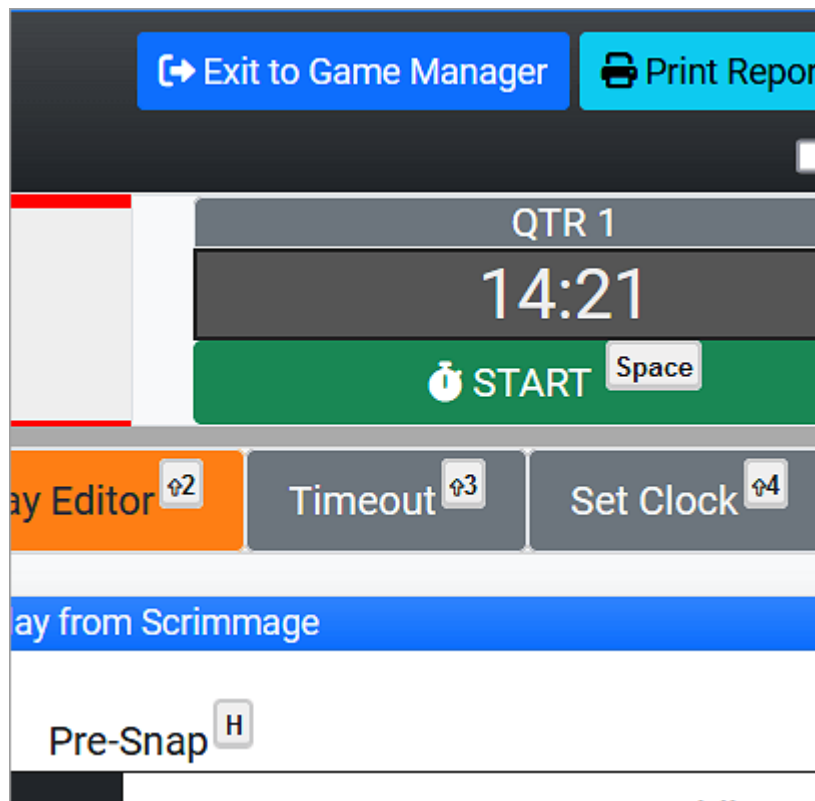
Search: <input type="text"/>		Schultz University Roster		
First Name	Position	Uni	Last Name	First Name
Candelario	LB	66	Abernathy	Sydney
Eusebio	OL	26	Ankunding	Allan
Casey	K	76	Barrows	Rolando
Dusty	QB	23	Bartell	Malachi
Chauncey	OG	21	Bayer	Damien
Milan	OL	31	Beahan	Javier
Hubert	MLB	63	Beatty	Rasheed
Hayden	CB	95	Bechtelar	Kayleigh
Jamaal	OG	61	Beer	Noah
Blaise	PR	49	Blanda	Keyon
Eino	DB	14	Boehm	Morton
Eduardo	DL	78	Borer	Jamal
Marcelino	RB	30	Braun	Bailey
Murphy	WLB	13	Brown	Dalton
Werner	OT	86	Carter	Westley
Eric	TE	47	Connelly	Diego
Andrew	WLB	91	Cormier	Porter
Keanu	OLB	15	Crist	Adan
Wilber	RB	59	Cronin	Orin
Lamont	OLB	54	Cummings	Grant
Isai	RB	82	Daniel	Gerhard
Milford	LS	94	Douglas	Chaim
Issac	KR	87	Durgan	Doris
Sanford	FS	79	Emmerich	Corbin
Freddie	KR	48	Fay	Weldon
Santiago	QB	88	Goldner	Rey
Deonte	NT	92	Goyette	Guillermo
Orlo	MLB	64	Hammes	Jarvis
Clemens	FS	98	Hand	Christian
Winston	QB	45	Hauck	Robb
Lafayette	DE	74	Heidenreich	Narciso



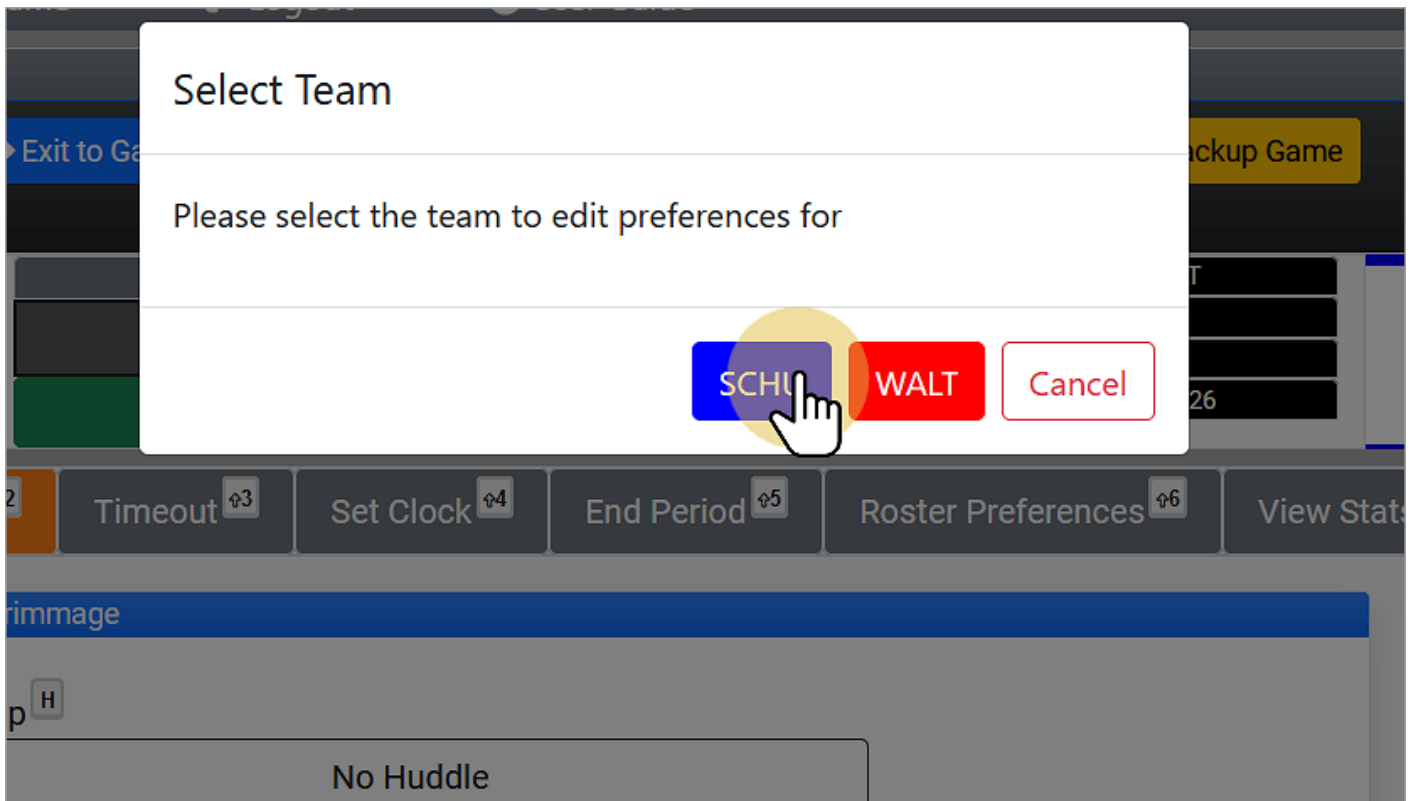
## Roster Preferences

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.

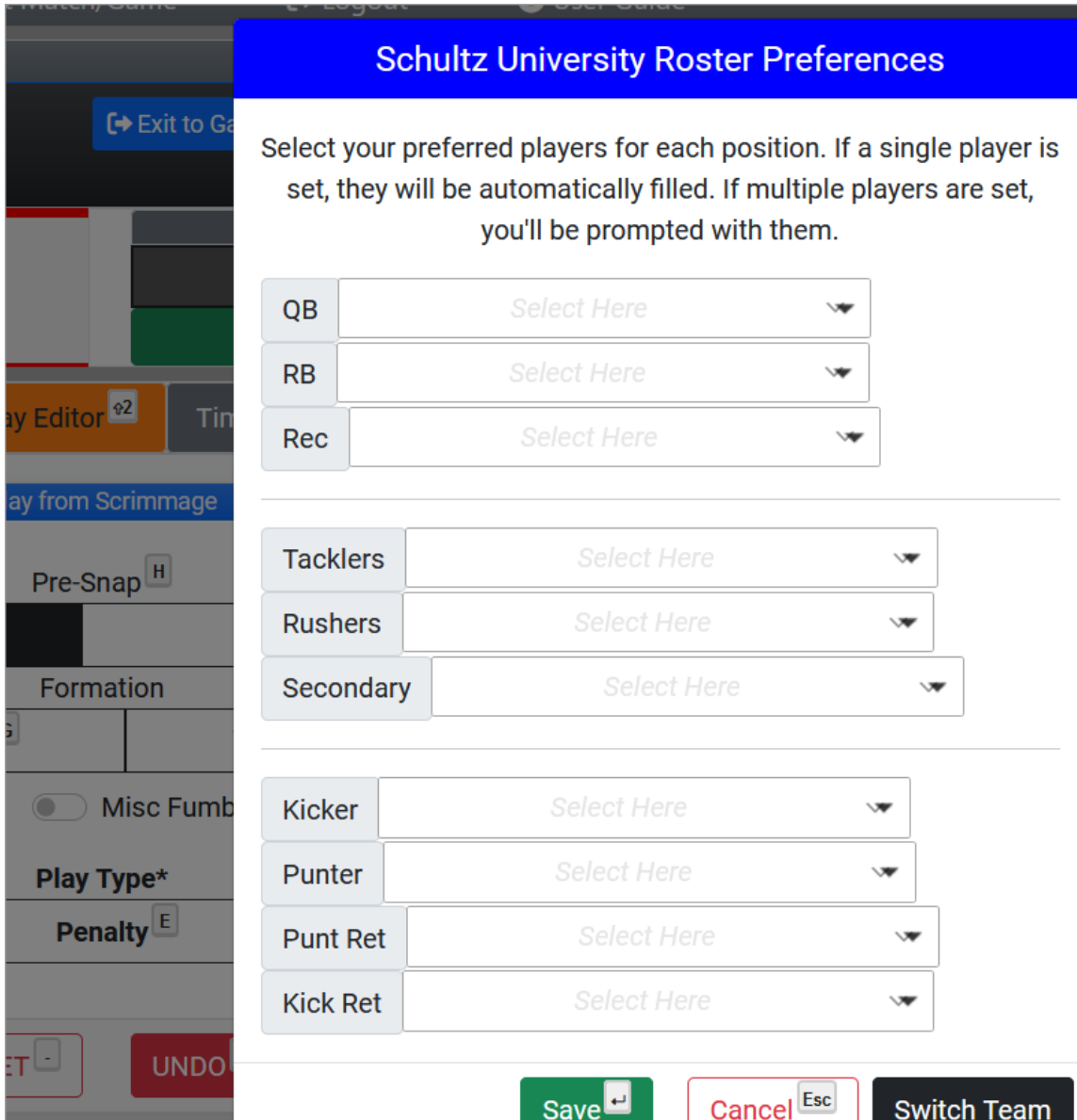


Select the team you would like to set preferences for.



Preferred players can be set for the listed positions.

One or more preferred players may be set.



### Schultz University Roster Preferences

Select your preferred players for each position. If a single player is set, they will be automatically filled. If multiple players are set, you'll be prompted with them.

QB	Select Here	▼
RB	Select Here	▼
Rec	Select Here	▼

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Tacklers	Select Here	▼
Rushers	Select Here	▼
Secondary	Select Here	▼

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Kicker	Select Here	▼
Punter	Select Here	▼
Punt Ret	Select Here	▼
Kick Ret	Select Here	▼

Save ↵
Cancel Esc
Switch Team

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

Select your preferred players for each position. If a single player is set, they will be automatically filled. If multiple players are set you'll be prompted with them.

QB	Search...
RB	<input type="checkbox"/>
Rec	<input checked="" type="checkbox"/> #14 Morton Boehm
	<input type="checkbox"/> #39 Terence Wyman
	<input type="checkbox"/> #45 Robb Hauck
Tack	<input type="checkbox"/> #69 Immanuel Pollich
Rush	<input type="checkbox"/> #79 Corbin Emmerich
Sec	<input type="checkbox"/> #84 Timothy Rice
	<input type="checkbox"/> #77 Nile Nicolas
Kicker	Select Here
Punter	Select Here
Punt Ret	Select Here
Kick Ret	Select Here

Select your preferred players for each position. If you have a preferred player set, they will be automatically filled. If multiple players are available for a position you'll be prompted with them.

QB	#14 Morton Boehm
RB	Search...
Rec	<input type="checkbox"/>
	<input type="checkbox"/> #39 Terence Wyman
	<input type="checkbox"/> #14 Morton Boehm
Tack	<input checked="" type="checkbox"/> #45 Robb Hauck
Rush	<input checked="" type="checkbox"/> #69 Immanuel Pollich
Sec	<input type="checkbox"/> #79 Corbin Emmerich
	<input type="checkbox"/> #84 Timothy Rice
Kick	<input type="checkbox"/> #77 Nile Nicolas
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.

Walter University Roster Preferences

Select your preferred players for each position. If a single player is set, they will be automatically filled. If multiple players are set, you'll be prompted with them.

QB	#39 Eino Casper	▼
RB	#39 Eino Casper, #87 Orion Walker	▼
Rec	Select Here	▼

---

Tacklers	Select Here	▼
Rushers	Select Here	▼
Secondary	Select Here	▼

---

Kicker	Select Here	▼
Punter	Select Here	▼
Punt Ret	Select Here	▼
Kick Ret	Select Here	▼

Save

Cancel
Esc

Switch Team

## 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.

Play from Scrimmage

QB (receiving snap) <sup>Q</sup>

#39 E Casper

Select

Clear

Pre-Snap <sup>H</sup>

Huddle

No Huddle

Formation

Under Center <sup>C</sup>

Shotgun <sup>G</sup>

Wildcat <sup>W</sup>

Spec Tms <sup>S</sup>

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>

NEXT <sup>N</sup>

RESET <sup>R</sup>

UNDO <sup>O</sup>

FLAG <sup>A</sup>

## 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.

Play from Scrimmage

Rushing Play ← Step Back ⌘B

Rusher* <small>R</small>		Select
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Rush Type

Handoff <small>H</small>	Pitch <small>P</small>	RPO <small>U</small>	Option <small>T</small>	Sweep <small>W</small>	Reverse <small>V</small>
Draw <small>D</small>	QB Keeper <small>K</small>	QB Scramble <small>S</small>	Broken Play <small>N</small>	Kneeldown <small>W</small>	

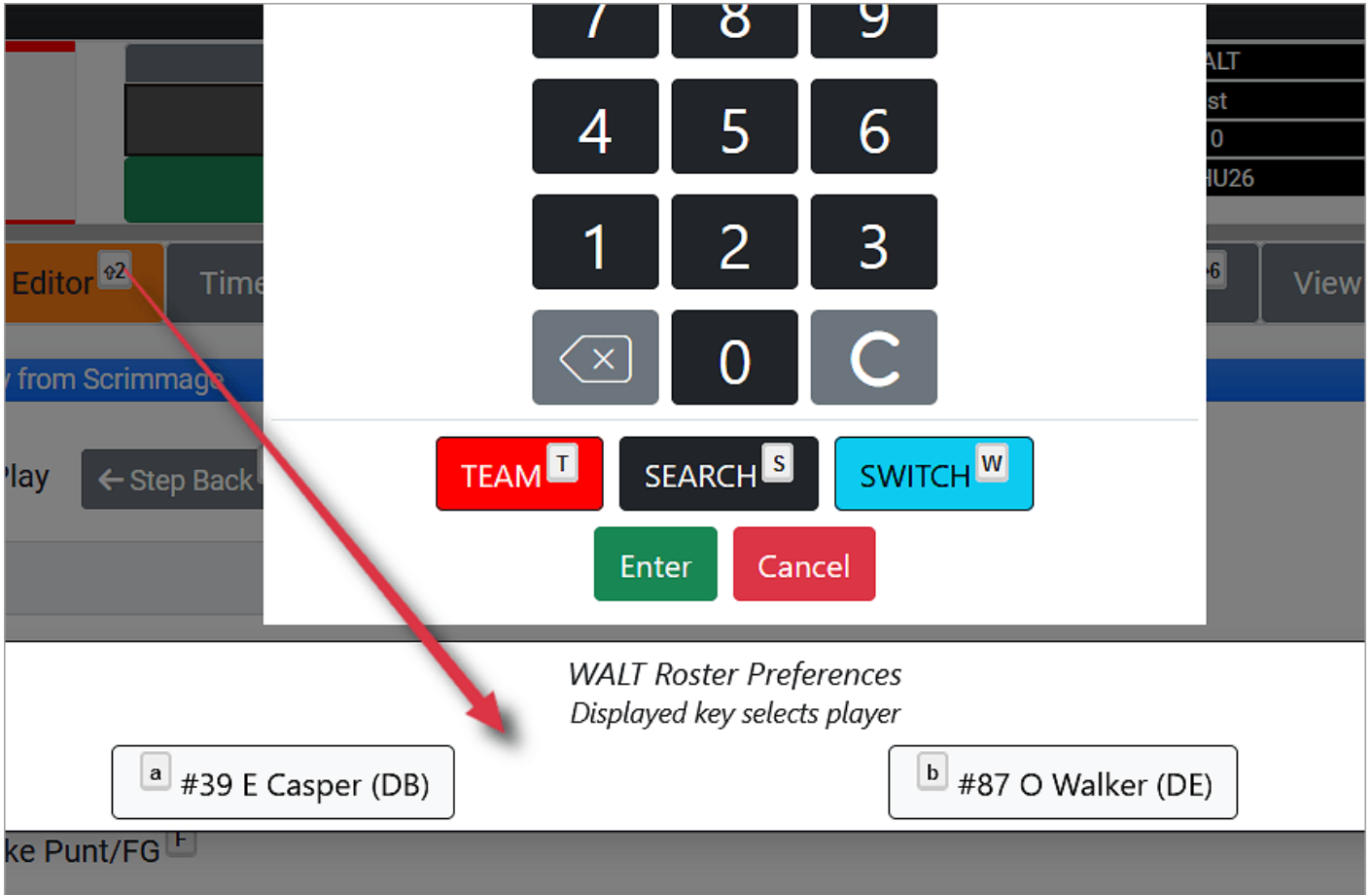
Fake Punt/FG F

Direction

Left <small>⌘L</small>	Middle <small>⌘M</small>	Right <small>⌘R</small>
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NEXT ⌘N
RESET ⌘R
UNDO ⌘O
FLAG A





The screenshot displays the StatInput interface. At the top, there is a numeric keypad with buttons for digits 0-9, a backspace key (left arrow with 'x'), and a clear key (C). Below the keypad are three function buttons: a red 'TEAM' button with a 'T' key indicator, a black 'SEARCH' button with an 'S' key indicator, and a blue 'SWITCH' button with a 'W' key indicator. Below these are 'Enter' and 'Cancel' buttons. A red arrow originates from the 'SEARCH' button and points to a player selection box. The selection box contains two options: 'a #39 E Casper (DB)' and 'b #87 O Walker (DE)'. Below the selection box, the text 'WALT Roster Preferences' and 'Displayed key selects player' is visible. The background shows a blurred interface with various elements like 'Editor', 'Time', 'View', and 'Step Back'.