

# TAS For Hockey July 2008

## Penalty codes (default)

AB - ABUSE OF OFFICIALS [GAME]	KA - HOOKING ATW
AD - ADJUSTMENT OF EQUIP	IE - ILLEGAL EQUIPMENT
BE - BENCH	IL - ILLEGAL LINEUP
BO - BOARDING	IG - INSTIGATING
BR - PLAYING WITH BROKEN STICK	IN - INTERFERENCE
BU - BUTT-ENDING [MAJOR]	IF - INTERFERENCE
CH - CHARGING	KI - KICKING [MATCH]
CA - CHARGING ATW	KN - KNEEING
CG - CHARGING THE GOALIE	LV - LEAVING BENCH [GAME]
CC - CHECKING	MI - MINOR PENALTY [MINOR]
CB - CHECKING FROM BEHIND	MJ - MAJOR PENALTY [MAJOR]
CW - CHECKING FROM BEHIND ATW	LG - OBSCENE LANGUAGE [GAME]
CO - CONTACT TO THE HEAD	OB - OBSTRUCTION
CG - CONTACT WITH GOALIE	OD - O-BOARDING
CL - CLIPPING	OC - O-CLIPPING
CP - CLOSING HAND ON PUCK	OX - O-CROSSCHECKING
CR - CROSS-CHECKING	OF - O-FACEOFF INTERFERENCE
CK - CROSS-CHECKING	OH - O-HOLDING
XA - CROSS-CHECKING ATW	OL - O-HOLDING THE STICK
XH - CTH CROSS-CHECKING	OK - O-HOOKING
XG - CROSS-CHECKING THE GOALIE	OS - O-SLASHING
DL - DELAY OF GAME	OI - O-INTERFERENCE
DI - DELIBERATE INJURY	OT - O-TRIPPING
DN - DISPLACING THE NET	PH - PLAYING WITHOUT A HELMET
DQ - DISQUALIFICATION	PS - PLAYER INTERFERES WITH SPECTATOR
DV - DIVING	PV - PROTOCOL VIOLATION
EL - ELBOWING	RO - ROUGHING
EA - ELBOWING ATW	RA - ROUGHING ATW
EM - EQUIP (MOUTHPIECE) [10MIN]	RW - ROUGHING ATW
EH - CTH ELBOWING	RC - CTH ROUGHING
EG - ELBOWING THE GOALIE	RH - CTH ROUGHING ATW
FO - FACE-OFF VIOLATION	RG - ROUGHING THE GOALIE
FN - FACEOFF INTERFERENCE	RL - ROUGHING THE GOALIE ATW
FP - FALLING ON PUCK	SL - SLASHING
FI - FIGHTING [MAJOR]	SA - SLASHING ATW
FR - FREEZING THE PUCK [MINOR]	SG - SLASHING THE GOALIE
GF - GRASPING THE FACEMASK	SW - SLASHING THE GOALIE ATW
GI - GOALTENDER INTERFERENCE	SC - CTH SLASHING
GR - GROSS MISCONDUCT [GROSS]	SP - SPEARING [MAJOR]
HA - HANDLING PUCK WITH HANDS [MINOR]	SI - SPECTATOR INTERFERENCE
HB - HEAD-BUTTING	ST - SPRAYING THE GOALIE
HI - HIGH STICKING	SW - SHOOTING AFTER WHISTLE
HC - CTH HIGH-STICKING	TP - THROWING THE PUCK
HA - HIGH-STICKING ATW	TH - THROWING STICK [MAJOR]
HT - CTH HIGH-STICKING ATW	TM - TOO MANY PLAYERS ON ICE
HG - HIGH-STICKING THE GOALIE	TR - TRIPPING
HW - HITTING AFTER WHISTLE	TW - TRIPPING ATW
HH - HITTING FROM BEHIND	TG - TRIPPING THE GOALIE
HE - HITTING THE GOALIE	UC - UNSPORTSMANLIKE CONDUCT
HL - HOLDING	UA - UNSPORTSMANLIKE CONDUCT ATW
LA - HOLDING ATW	UD - UNSPORTSMANLIKE CONDUCT - DIVING
HS - HOLDING THE STICK	GM - GAME MISCONDUCT [GAME]
HO - HOOKING	MA - MATCH PENALTY [MATCH]
HK - HOOKING	10 - 10-MINUTE MISCONDUCT [10MIN]
HJ - HOOKING INJURY [MAJOR]	

### Play Input Quick Keys

# The Automated ScoreBook® For Hockey

## Key game management steps

### Initial first-time setup:

- Install the software onto your hard disk
- Setup in-game and report options
- Select your printer type and create a games directory

### Pre-game setup:

- Create the team rosters using Utilities|Roster maintenance
- Start the In-game scoring program from the TAS HK Menu
- Verify options, printer, games directory, and rules are correct
- Use Game setup to select teams and enter general game info

### At the start of the game:

- Select Main|Scoresheet|Input to display the Play Input window
- Enter the starting goalie information
- Press the appropriate keys to continue scoring the game

### While scoring the game:

- Use the cursor **ARROW** keys to access the Play Editor
- Press Alt+R or Alt+# to view or print reports

### At the end of the 1st period:

- Select Game control|End period to indicate end of 1st period
- Print 1st period game reports as desired

### At the start of the 2nd period:

- Select Game control|Period to indicate start of 2nd period

### At the end of the 2nd period:

- Select Game control|End period to indicate end of 2nd period
- Print 2nd period game reports as desired

### At the start of the 3rd period:

- Select Game control|Period to indicate start of 3rd period

### At the end of the 3rd period:

- Select Game control|End period to indicate end of 3rd period

### For shootouts:

- Select Game control|Period to indicate start of "S" period
- Press "Z" to enter each shootout result

### At the end of the game:

- Select Game wrapup, enter team records, game info
- Enter game stars, goalie decisions
- Print final reports and save game to disk

Alt+V	Vis roster
Alt+H	Home
roster	
Alt+S	Save game
Alt+E	Edit last
Alt+D	Delete

Alt+R	Report menu
Alt+1	Quick stats
Alt+2	Media report
Alt+3	Play-by-play
Alt+4	Newspaper
box	

→	Edit last 15
←	Edit this prd
↓	Edit any prd
↑	Edit

## Play Input Codes

### Initial input codes

S - Shot attempt    C - Comment  
F - Faceoff        O - Other  
P - Penalty        G - Game control  
R - Return         X - Coincidental pen's

### Game control input codes (press "G")

P - Period        G - Goalie  
C - Clock        W - Start/end power play  
E - End period

### Other input codes (press "O")

A - Assist        X - Penalty shot  
P - Plus         Z - Shootout  
M - Minus        N - Goal number

## Scoring & Report Options

Heading: Your report heading goes here  
Color: N  
Play summary: N  
Page ejects: Y  
Auto-save: 0  
Graphics: N  
Report +/-: Y  
Report on-ice Y  
Report faceoffs Y  
Newspaper cols: 70  
Show 6-6 onice: Y

## Penalty handling hints

### Press "P" from Play Input to input penalty:

Clock:02:00 Team:B #:5 Penalty:BO  
Major/minor:MAJOR Rule #:15  
Serving penalty is #:5

### Screen display shows who is in penalty box:

PENALTY BOX  
B 5 Scott Chartier 02:00 MINOR  
H 5 Jeff Staples 02:00 MINOR  
B 11 Craig Reichert 02:00 MAJOR

### Press "X" to indicate coincidental penalties:

PENALTY BOX  
B 11 Craig Reichert 02:00 MAJOR

### Press "R" to return a player from penalty box:

Clock:04:00 Returning: Team:B #:11

### Use "TM" for bench penalties:

Clock:06:00 Team:B #:TM Penalty:AB

## Power play handling hints

- Monitor upper left of screen for "PP" indicator.
- Press "W" to start or end a power play when appropriate.
- The Edit Play list shows the start/end of each power play.
- The Play-by-Play report shows the start/end of each power play.
- If necessary, use the Play Editor to insert a power play start/end at an earlier point in the game.

# *The Automated ScoreBook For Hockey*

## *Shot Zone Chart*

