

# ***The STAT CREW System<sup>®</sup>*** ***for Basketball***

## **User Guide**

*(Version 4.23)*



***Revised July 2021***

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# 1 ABOUT STAT CREW SYSTEM FOR BASKETBALL

STAT CREW For Basketball allows you to score a basketball game “live” (play-by-play), view or print a box score at any point during or after the game. You can also print cumulative season and career statistics immediately after the game. Using TasComms 32 and TasFTP, you can send stats to monitors, scoreboards, and internet.

## ***Software Features***

### **Key features:**

- Score the game play-by-play as the action happens
- All statistics are automatically calculated
- Print or display box scores, play-by-play and other reports at any point during the game
- Generate season-to-date, career, and career team reports immediately after the game
- Supports quarters or halves, with variable number of minutes played
- Creates report text files for word processing or to transmit
- Generate HTML pages for your website
- Using TasComms32, send stats to monitors and scoreboards
- Using TasFTP, send stats to the internet during the game.

### **Game reports:**

- NCAA box scores
- Play-by-plays
- Play-by-play analysis (Specialty Statistics)
- Newspaper box scores
- Substitution reports

### **Season reports:**

- Overall/conference season statistics
- Extended season box score statistics
- Team season statistics
- Combined season statistics
- Game results/schedule
- Category leaders
- NCAA final (end-of-season) statistics form
- Season box score
- Season/career stats
- Season box (pro-rated minutes)
- Roster
- Team game-by-game
- Opponent game-by-game
- Game-by-game comparison
- Individual game-by-game comparison
- Points-rebounds-assists
- Stats discrepancy report
- Game-by-game highs
- Team/opponent game highs
- Player game highs
- Individual superlatives

## 6

### **Career reports:**

- Individual career summaries
- Individual career summaries (all years)
- Individual career records
- Individual career year-by-year leaders
- Individual season records
- Individual season leaders
- Team season records
- Team season year-by-year
- Individual game records
- Team game records
- Names list

### **Create statistics web pages:**

- Generate HTML pages for individual game box scores and play-by-play
- Generate HTML pages for season cumulative and career statistics reports
- Generate a statistics “home page” with links to game and season pages

### **Utility functions:**

- Manage team and player rosters
- Maintain the order of your game schedule
- Import/export game files from one computer to another
- Import/export roster files from one computer to another
- Browse, copy, or delete report files from you disk
- Backup of your files to CD, flashdrive, or network drive
- Feed stats to game viewers, internet, monitors, and scoreboards



## 2 INSTALLING STAT CREW SYSTEM

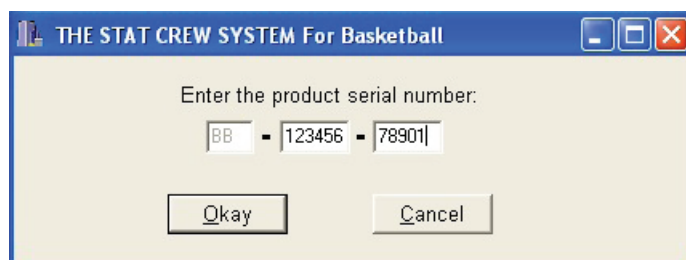
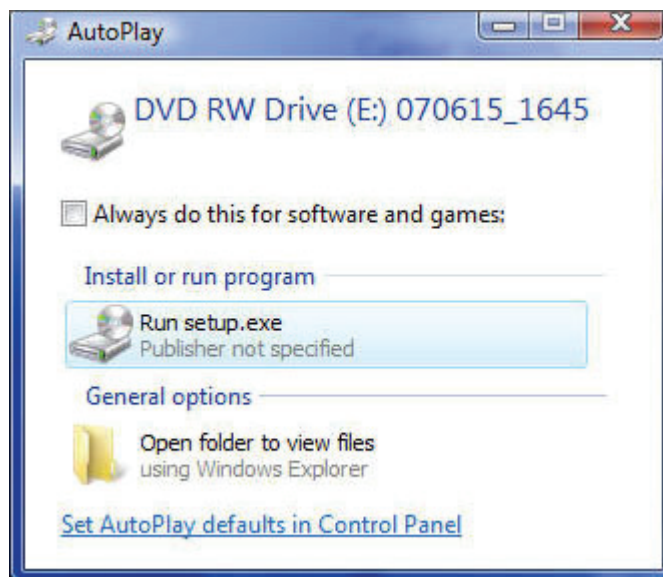
**System Requirements** STAT CREW For Basketball runs on Windows-based PCs using standard keyboard input. The minimum system requirements are:

CD-ROM drive for software installation  
MS Windows version XP or Vista  
Minimum 6 MB disk space available  
Windows compatible printer

To install the full Windows and DOS software package:

### Software Installation

1. Insert the CD into your computer's CD-ROM drive.
2. When prompted select, "Run setup.exe" (See below).
3. This brings you to the STAT CREW software menu. "The STAT CREW System for Basketball" should be blue and you should be able to click on it.
4. After clicking on it, you should be prompted to provide a serial number. Enter the code from your email or receipt. It is a 10-11 digit number that begins with BB- (See below):



### After Installation

After installing STATCREW, you should start the program and select default program options. Take special care to insure you have the appropriate monitor and printer types selected. You should also install the Stat Crew Control Panel (refer to Chapter 3 for instructions).

The Windows installation creates a "STATCREW" program folder, and adds an icon to the folder to launch the STATCREW program menu. You can use the ALT+ENTER keyboard command to change the DOS display window from fullscreen to a window on the desktop, and vice versa.

***Sample game files***

When you install STATCREW, a set of sample game files are copied onto your disk so you can easily generate some game and team reports before learning how to use the play-by-play scoring features. The software is initially installed to point to the directory containing this set of sample game files. You might want to score additional plays at the end of this game, score a game from an old play-by-play, from a live practice/exhibition, or score a game from the TV to help you get a feel for how the play-by-play software works.

Before scoring an actual game, create a new games directory to keep your “real” games separate from the sample games. Refer to Chapter 3 for details on how to set up your own games directories.

***Disk drives***

STATCREW requires approximately 6mb of disk space to install on your hard drive, and approximately 1mb of disk space to store a single season. Disk space is normally not an issue.

***Using on a network***

Although the software is not specifically designed to run on a network, it normally functions properly if:

Only one person is updating game files at any given time. If more than one person is adding or modifying game information at the same time, game index files and other files may be corrupted.

Backup your files on a regular basis. Since the software is not designed for concurrent network use, this is an important step in making sure you can recover from unexpected situations.

### 3 GETTING STARTED

#### **Starting STATCREW**

STAT CREW lets you display and print game and season reports in the Windows environment. However, all game scoring and utilities functions must be run from the STAT CREW menu. Use the Windows Reports feature to generate reports during and after you have scored or entered games from the STAT CREW menu.

#### **Installing the Control Panel**

The Stat Crew Control Panel allows you to launch all STAT CREW applications from one icon on your Windows desktop. The Control Panel can also be used to access the downloads page for the selected sport. To download the Control Panel from the internet, go to [www.statcrew.com](http://www.statcrew.com) and select Download software fixes.

The Control Panel is now included on each CD. To install it from your CD, select Control Panel from the installer menu.

As you can see in the screen capture below, right under the STAT CREW Software logo is a link called "Updates". This link will immediately direct you to the STATCREW website and allow you to download all updates for all of the software you have installed, without having to type in your serial number.

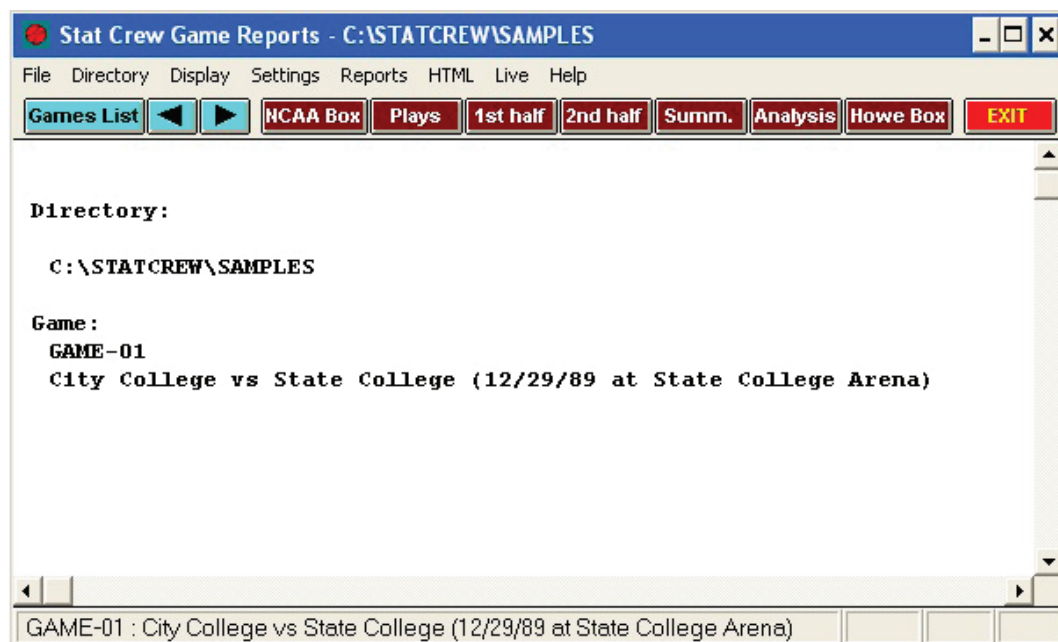


## Windows Reports (Overview)

### Starting Reports

A separate section describing how to use the Windows-based Game, Season and Career Reports features is included at the end of this document. Some of the key points to know are the following:

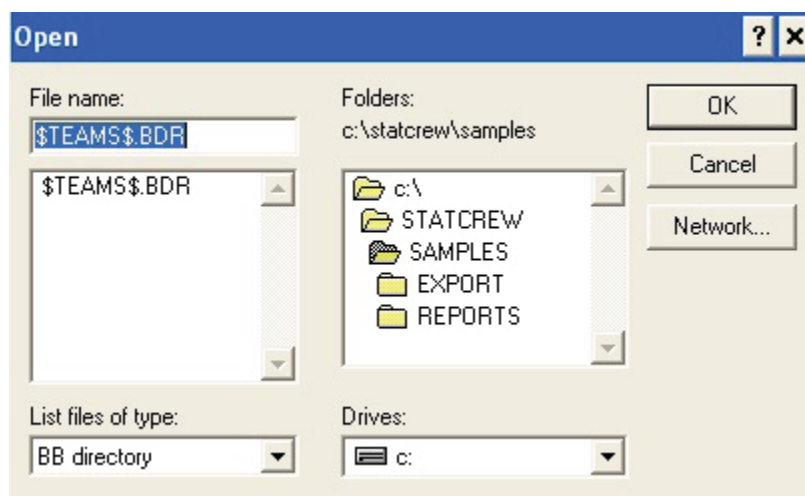
Click on the Control Panel icon on your desktop and select Basketball. Make sure that “team” is selected under venue. Then click on the Game Reports, Season Reports, or Career Reports option.



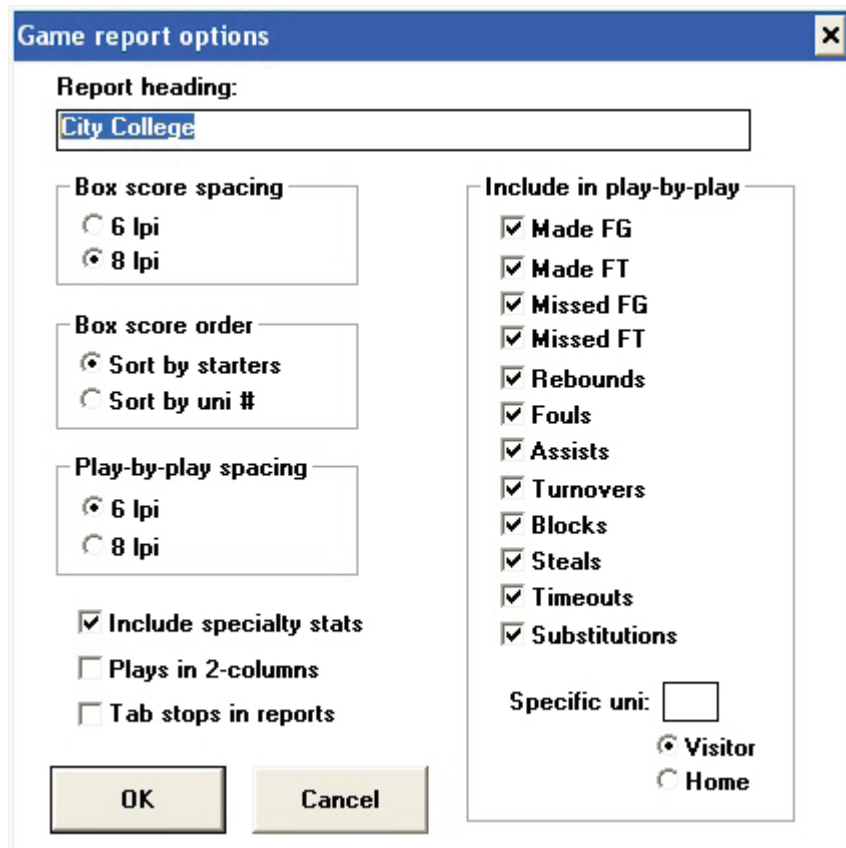
### Initial setup

**Games directory:** Choose a games directory by selecting File | Open directory. Navigate to the desired games directory. Then, open any file in that directory to make it the active games directory.

Note: you cannot create a new directory with this function — use the STAT CREW Utilities function instead. The currently selected games directory is displayed in the main window.



**Settings:** Customize the options available on the Settings menu as desired — for both Game Reports and Season Reports. A separate set of options is maintained for each games directory.



**Game report options**

Report heading:

Box score spacing  
☐ 6 lpi  
☒ 8 lpi

Box score order  
☒ Sort by starters  
☐ Sort by uni #

Play-by-play spacing  
☒ 6 lpi  
☐ 8 lpi

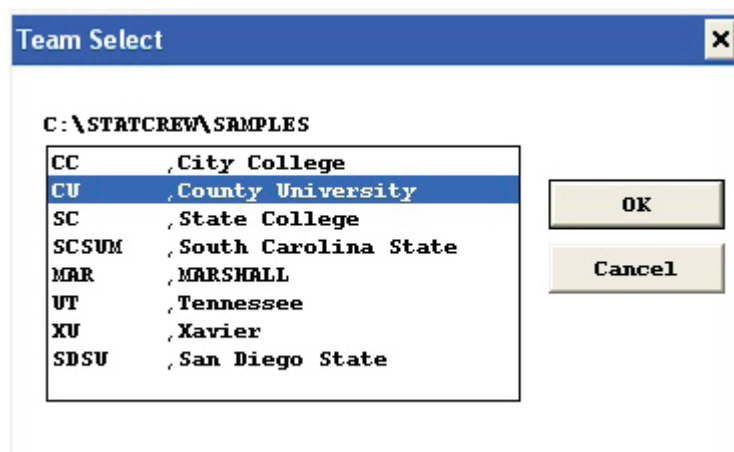
☒ Include specialty stats  
☐ Plays in 2-columns  
☐ Tab stops in reports

Include in play-by-play  
☒ Made FG  
☒ Made FT  
☒ Missed FG  
☒ Missed FT  
☒ Rebounds  
☒ Fouls  
☒ Assists  
☒ Turnovers  
☒ Blocks  
☒ Steals  
☒ Timeouts  
☒ Substitutions

Specific uni:   
☒ Visitor  
☐ Home

OK Cancel

**Teams list:** In the Season Reports program, use the “Teams” list function to select your team before generating reports. The currently selected team is displayed in the main window.



**Team Select**

C:\STATCREW\SAMPLES

CC	, City College
CU	, County University
SC	, State College
SCSUM	, South Carolina State
MAR	, MARSHALL
UT	, Tennessee
XU	, Xavier
SDSU	, San Diego State

OK  
Cancel

## 12

**Game reports:** Use the Games List function to select a specific game, or use the forward and back buttons on the control bar to browse sequentially through your game files. Select game reports to display from the main menu, or by pressing the associated report button on the control bar.

**Season reports:** Once you have selected a team, you can select season reports to display from the main menu, or by pressing the associated report button on the control bar.

**Printing reports:** To print a report select print on the associated window menu. This displays the Print window so you can select the number of copies, print device to use, and so on.

**Manipulating reports:** Features that can be used with each report window include: generate the report with "tab stops", copy to clipboard or file, zoom in or out, scroll the report using the mouse or cursor keys, and auto-display of multiple reports.

**HTML generation:** The HTML menu lets you select and generate HTML pages for your website.

## ***Gametime Scoring function (Overview)***

During input of plays, the Gametime Scoring screen will be displayed. This screen displays current information about the game such as score, time remaining, players in the game, and statistics for each team. From this point, you can access current box scores and play-by-plays, as well as go to the edit functions for team and player info and for all plays entered during the game.

The following are the valid codes and keys that are used during the Gametime Scoring function:

### **GAMETIME SCORING CODES AND KEYS**

#### **FIELD GOAL CODES**

J - Jumper  
D - Dunk  
L - Layup  
P - Tip-in  
Y - Three-point shot  
W - Wrong Basket

#### **NON-FIELD GOAL CODES**

E - Free Throw      T - Turnover  
R - Rebound        S - Steal  
A - Assist            K - Block  
F - Foul              O - Timeout

#### **RESULT CODES**

Q or G - good field goal (2 or 3 pointer)  
Y - good three-point field goal  
R - missed field goal (followed by a rebound)  
X - missed three-point field goal (followed by a rebound)  
K - missed field goal in the paint  
P - made field goal in the paint  
F - made field goal on a fast break  
Z - made field goal in the paint on a fast break  
E - made free throw

#### **SPECIAL KEYS**

H or V - select the home team or the visiting team  
F1 - enter and send a message line to the stats display terminals  
F2 - make "quick" roster changes to player numbers and names  
ALT+F5 - print the screen  
F6 - make player substitutions  
F7 - change the clock time  
F9 - display plays; make corrections, additions, deletions  
F10 - clear and do not complete any partially keyed action  
ALT+H - display the HELP screen  
SPACEBAR - start or stop the clock  
ESC - exit the GAMETIME function

## **Quick startup**

This section describes the basic steps you will need to know to get started with STATCREW. Additional details are described later in this document.

## **Initial setup**

### **Before you score any games be sure you have done the following:**

1. Installed the software (see "Installation").
2. Setup In-game and Report options (see "Options").
3. Selected the appropriate Printer type (see Options").
4. Created a games directory on disk (see Options").

## **Pre-game**

### **Before beginning to score a game:**

1. Enter each team's roster using the Roster Maintenance function in the Utilities program, or using the TEAMS AND ROSTERS MAINTENANCE function within the scoring program.
2. Start the scoring program (press S at the STAT CREW Menu).
3. Verify your in-game OPTIONS settings are correct.
4. Go to SELECT A GAME/INPUT GAME INFO.
5. Press N to add a new game, enter all pertinent game information, and press CTRL + ENTER to add the game.
6. Select option I again, select the game, and input starters by pressing F2 at the GAME SETUP screen.
7. You are now ready to score a game. From the MAIN MENU, press G to access the GAMETIME SCORING function.

## **In-game**

Once you have completed the team and game setup, you are ready to go courtside and score the game. STATCREW allows you to capture stats and create the required game reports in a fast, accurate manner. To accomplish this, there are some suggested steps you should follow before, during, and after each game to make your stats operation as smooth and efficient as possible. The following are some gametime checklists to review:

### **Before the game starts:**

1. Check all hardware connections
2. Test the printer (print an old box score and play-by-play)
3. Print out lineups; check player names, numbers, and spellings
4. Get starters by position
5. Make any required player name/number changes; key in starters and officials.
6. Open the Control Panel and pull up Game Reports so that you can print the boxscore and play-by-play during the game.

### **At halftime/end of first quarter:**

1. Make any changes required to plays/stats (F9 from GAMETIME)
2. Balance the minutes if needed (Esc, C, 4, then F1)
3. Verify stats with the official scorer
4. Print out the box score and play-by-play
5. Set up for the next period (Esc, C, 1, N)
6. Check/change starters as they come off the bench (F6 from GAMETIME)

### **Overtime:**

- Make any changes required to plays/stats (F9 from GAMETIME)
- Balance the minutes if necessary (press Esc, C, 4, then F1)
- Print a box score and play-by-play
- Set up for the next period (press ESC, C, 1, N)

### **At the end of the game:**

- Make any changes required to plays/stats (F9 from GAMETIME)
- Balance the minutes if needed (press Esc, C, 4, then F1)
- Verify stats with the official scorer
- Key in the attendance, team records, and comments (press Esc, 1)



**Post-game**

Once you have finished scoring the game you can print any of the in-game and cumulative season reports. You can also create HTML files for your website from any of the in-game and season reports. Refer to Chapter 6 for more information about reports. Also, using the UTILITIES function from the STATCREW Menu, you can copy the game files to another location on the hard drive, or onto a jump drive to give to the opponent.

**Ending a season /  
Starting a new season**

Because STATCREW uses directories to segregate seasons, ending a season and starting a new season involves simply backing up the current games directory and creating a new one. To backup the current games directory, use the UTILITIES File Maintenance function, "Backup game files". To create a new games directory, select Directories and enter the name of the new directory.

**Navigating STATCREW**

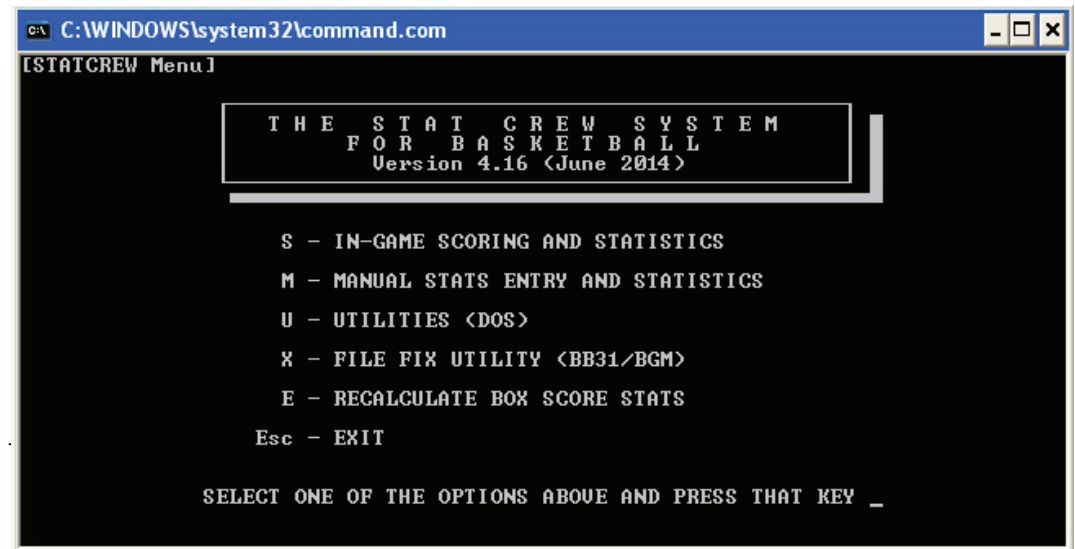
STATCREW is comprised of several functions for stats entry, reporting, and various utilities for maintaining and moving files. The Game Time Scoring functions are accessed through DOS, and reports are viewed and printed from Windows. STATCREW can be accessed using the Control Panel installed on your desktop. When you click on it, the STATCREW menu will be displayed. Standards used in STATCREW

**Ending a season /  
Starting a new season**

When working in STATCREW, there are several standards that will apply throughout each function. Keep these items in mind when moving about the software:

1. In most cases, unless otherwise stated, the software is "key sensitive", meaning you will not have to press the ENTER key after pressing a code or character. For example, if a screen indicates that "G" means "Gametime Scoring", you simply press "G", instead of "G" and then ENTER. Entry of fields consisting of several characters (such as names) will usually require that ENTER is pressed at the end.
2. On most screens, messages directing you to do something will appear at or near the bottom of the screen.
3. CTRL + ENTER is used to save or update the record or file.
4. ESC will take you out of the function ("exit"), and take you back to the entry point.
5. ENTER or TAB usually means to move to the next field.

The STATCREW Menu is the starting point for all STATCREW functions:



### IN-GAME SCORING AND STATISTICS

Press S to access this function. It is in this function that team and roster data can be entered, games can be set up, and in-game scoring takes place. Box scores and play-by-plays are generated, though they should be printed in Windows Game Reports. Refer to Chapter 4.

### MANUAL STATS ENTRY AND STATISTICS

Press M to access this from the STATCREW Menu. This function is very similar to SCORING AND STATISTICS, except that stats are entered in a box score manner, i.e., after the game on a per player basis. Refer to Chapter 5.

### UTILITIES

Press U from the STATCREW Menu to access the Utilities function. Utilities allows you to set up and maintain teams and rosters, delete games, change the order of games, import and export game files, backup and restore game directories, set up the games directory, and search for "lost" STATCREW files. Note that the utilities can also be accessed from the Stat Crew Control Panel. Refer to Chapter 9.

### FILE FIX UTILITY

Press X to access the utility that will allow you to correct jersey number differences in the BB31 and the corresponding game (BGM) files.

### RECALCULATE BOX SCORE STATS

Press E to access the utility that will allow you to recalculate the statistics for the game selected. The play-by-play is analyzed to make this calculation.

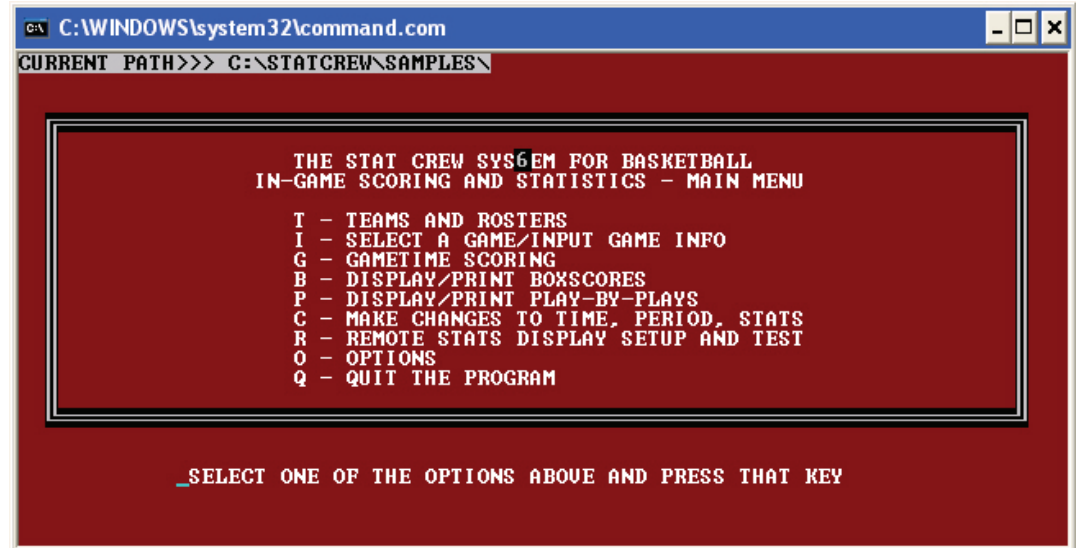
## 4 IN-GAME SCORING AND STATISTICS

### *Sign-on*

When you select S from the STATCREW Menu, you will enter IN-GAME SCORING AND STATISTICS. The first screen displayed show the copyright and version information, and asks for an access code. The access code as originally shipped with the software is "123". You can change this code at any time — just type the current code and press F3 instead of ENTER. This will prompt you to enter a new three-digit code.

### *Main Menu*

Once past the access code entry, the MAIN MENU will be displayed. This screen is the central point of the IN-GAME SCORING AND STATISTICS. From this screen you can go to various functions such as team rosters maintenance, game setup, displaying of box scores and play-by-plays, program options, and of course Gametime Scoring.



### *Teams and Rosters*

From the MAIN MENU, press T to access TEAMS AND ROSTER MAINTENANCE. Here, you can add, change, and delete teams and corresponding player rosters. The first screen displayed shows a list of teams found in the current games directory. To access one of these teams, move the highlight (using the up and down arrow keys) to the one you want to select and press ENTER. To set up a new team, press N. This will take you to the EDIT TEAM INFORMATION screen. This function is also accessible from the Stat Crew Control Panel.

**Edit team informaton**

At the EDIT TEAM INFORMATION screen, you can enter information such as team code, team name, home court/arena, conference, and head coach; as well as enter/change player names and numbers. This function is also accessible from the Stat Crew Control Panel.

```

C:\WINDOWS\system32\command.com
EDIT TEAM INFORMATION:

TEAM CODE: CC
TEAM NAME: City College
HOME COURT/ARENA: City College Fi
CONFERENCE: independent
HEAD COACH: Fred Jones

TEAM CODE <1-8 CHARACTERS>

ACTIVE ROSTER
02 Martin,Harry    11 Smith,Kelly    13 Kowalski,Pete
24 Andersen,Art    20 Merser,Larry   30 Zander,Dave
34 Hanson,Fred     42 Washington,Derrick 44 Gerry,Kevin
52 Carswell,Lamont 54 Makali,Jeff    40 Foster,Ted

KEY IN TEAM INFORMATION AND PRESS CTRL+ENTER TO SAVE THESE UALUES; or
PRESS F4 FOR ROSTER CHANGES; or PRESS F10 FOR ANOTHER TEAM; or PRESS ESC TO EXIT

```

To enter team information, key in each field as prompted on the screen. Use the up and down arrow keys or the ENTER key to move to each field. The team code and team name fields are required, but the remaining fields are optional. The team code must be 1 to 8 characters in length. This field is used throughout the software as an identifier for this team. The team name can be up to 30 characters long, and is used in all output (printed and displayed) for this team. The team name can be up to 30 characters long, and is used in all output (printed and displayed) for this team. To save team information, press the Ctrl + ENTER keys.

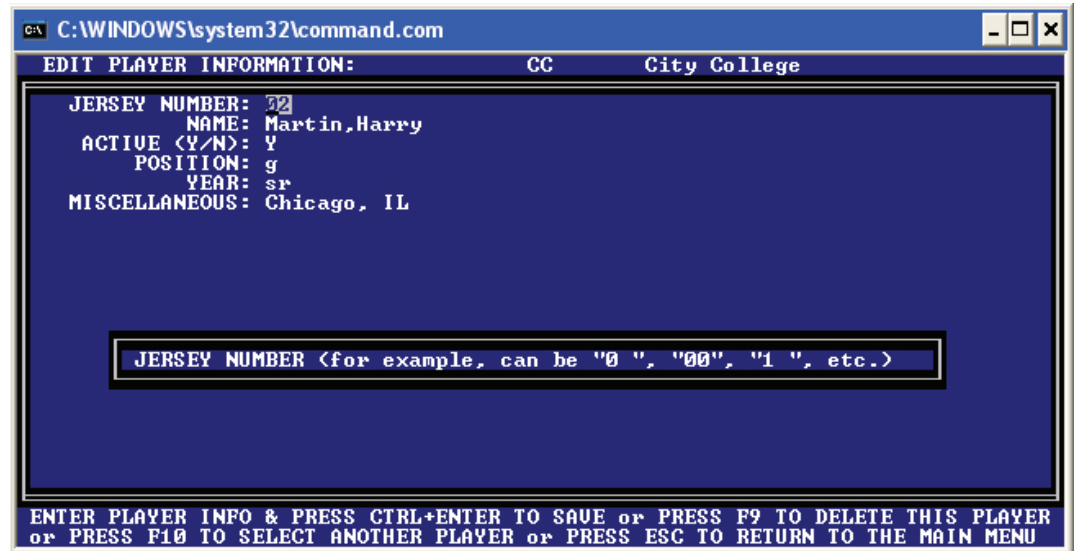
To add players to the roster or to change existing player information, press F4 instead of Ctrl + ENTER. This will take you to the ROSTER CHANGES screen.

*You must add a team before you can enter players to its roster.*

**NOTE:** If you are making changes to team information or you are adding a new team, and then want to access the roster, you first must complete the team information changes/addition and press Ctrl + ENTER to save the team information. Then select your team again, press ENTER to go to the EDIT TEAM INFORMATION screen, and then press F4 to go to the ROSTER CHANGES screen. That is, you must establish a team before adding players to the roster.

**Edit player information**

At the ROSTER CHANGES - SELECT A PLAYER screen, move the highlight (using the up and down arrow keys) to the player you wish to edit and press ENTER. Or to add a new player to the roster for this team, move the highlight to a blank field and press ENTER. This will take you to the EDIT PLAYER INFORMATION screen.



Valid keys used at this screen are:

**ENTER** - accept current field and move to the next

**F9** - delete (remove) this player from the roster

**F10** - return to the MAIN MENU without saving changes

**Esc** - return to the MAIN MENU without saving changes

**Ctrl + ENTER** - save player information to disk and return to the player selection screen.

Player information consists of the following fields:

**JERSEY NUMBER** - required; must be a one or 2 digit number such as "0", "00", "1", etc.; this field is used during the gametime scoring

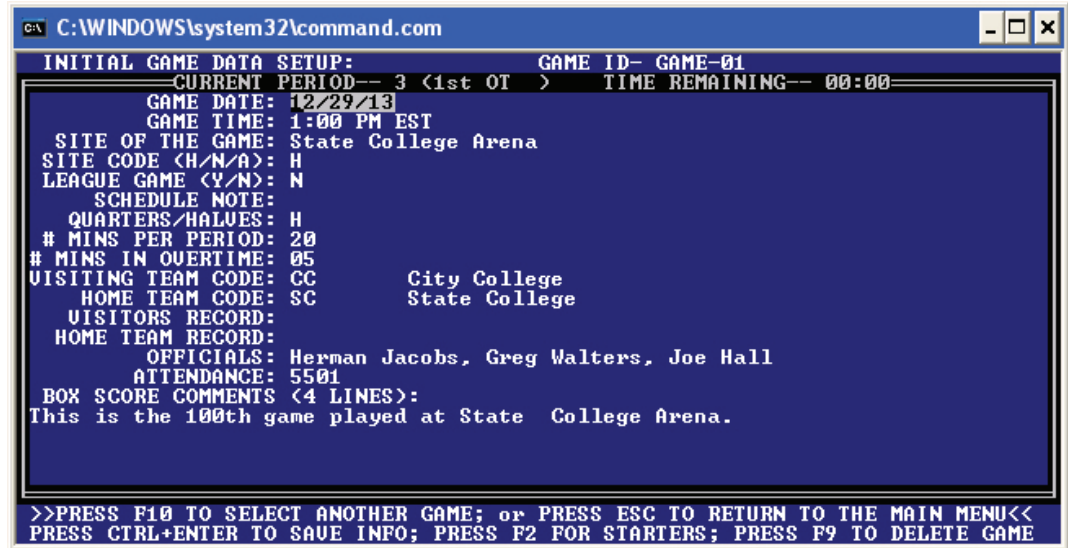
**NAME** - required; maximum 20 characters in length; "free form" (first and last names are not separate fields)

**ACTIVE (Y/N)** - defines if a player will appear on the current roster; default is "Y" for the first 25 players; if there are more than 25 active players, each additional will be marked as "N"

**POSITION, YEAR, MISCELLANEOUS** - optional information about the player

## Select a Game/ Input Game Info

From the MAIN MENU, press I to go to the games setup function, SELECT A GAME/INPUT GAME INFO. The SELECT A GAME screen appears, showing a listing of games. Select the game you wish to work with (using the up and down arrow keys) and press ENTER. Or to set up a new game, press N. This will take you to the INITIAL GAME DATA SETUP screen.



It is at this screen where you enter game information and select the teams.

### Valid keys used at this screen are below:

**ENTER** - accept the value in the current field and move to the next

**DOWN ARROW** - accept the value in the current field and move to the next

**UP ARROW** - accept the value in the current field and move to the previous one

**F2** - select starters

**F8** - automatically replace a team's roster in this game with players from the master roster file; press H for home team, V for visiting team, or B for both

**F9** - delete (remove) this game from the data base

**F10** - select another game

**Esc** - return to the MAIN MENU

**Ctrl + ENTER** - save game information to disk and return to the game selection screen

### Game information consists of the following fields:

**GAME DATE** - required; valid characters are a-z, 0-9, and /

**GAME TIME** - optional; valid characters are a-z, 0-9, and /

**SITE OF THE GAME** - optional; this appears on the box score

**SITE CODE (H/N/A)** - required; can be H, A, or N; default is H

**LEAGUE GAME (Y/N)** - required; can be Y or N; default is N

**SCHEDULE NOTE** - optional; any standard character; used by the schedule report to designate special games

**QUARTERS/HALVES** - required; can be H or Q; default is H

**# MINS PER PERIOD** - required; must be 01 through 99; default is 20

**# MINS IN OVERTIME** - required; must be 01 through 99; default is 05

**VISITING TEAM CODE** - required; uppercase only; must be a valid team code found on the teams data base; to view a list and select a team, leave this field blank and press ENTER; then select a team (using up and down arrow keys) and press ENTER

**HOME TEAM CODE** - required; uppercase only; must be a valid team code found on the teams data base; to view a list and select a team, leave this field blank and press ENTER; then select a team (using the up and down arrow keys) and press ENTER

**VISITORS RECORD** - optional; up to 16 characters; this field is "free form" and can contain any value such as "(18-9, 7-3)" for a team's overall and conference records; this will appear on the box score next to the team name; or, enter the word "forfeit" (in lower case) to indicate the team forfeited the game.

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**HOME TEAM RECORD** - optional; up to 16 characters; this field is "free form" and can contain any value such as "(18-9, 7-3)" for a team's overall and conference records; this will appear on the box score next to the team name; or, enter the word "forfeit" (in lower case) to indicate the team forfeited the game.

**OFFICIALS** - optional; up to 58 characters; appears on the box score

**ATTENDANCE** - optional; up to 6 digit numeric value only (for example, "12,345" or 12345)

**BOX SCORE COMMENTS** - optional; 4 lines each with up to 78 characters "free form"; appears on the bottom of the box score

To save game information, press Ctrl + ENTER.

### **Select starters**

To set starters, press F2 from the INITIAL GAME DATA SETUP screen. Note that this can only be done once the game has been added to the data base; for a new game, press Ctrl + ENTER, then re-select the game.

To select starters:

1. Select a team - press H or V.
2. Select a player - move the highlight to the player (using the up and down arrow keys).
3. "Mark" the player as a starter - press F (forward), C (center", or G (guard).  
Or you can mark a player with an asterisk (\*) by pressing either \* or ENTER.  
The code that you choose will appear on the box score next to each starter.

To return to the INITIAL GAME DATA SETUP screen, press F10.

Once you have completed the initial game setup and have selected starters, press F10 to return to the SELECT A GAME screen, or press Esc to return to the MAIN MENU. Note that the MAIN MENU now shows the "game selected" at the top of the screen. This line must show a game selected before you can access these functions: GAMETIME SCORING, DISPLAY/PRINT BOX SCORES, and DISPLAY/PRINT PLAY-BY-PLAYS.

## Gametime Scoring

From the MAIN MENU, press G to go to the in-game scoring function. It is at this screen that all gametime stats entry is done.

C:\WINDOWS\system32\command.com

TIME REMAINING: 00:00 1st OT

-END OF PERIOD-

01/00

HOME TEAM: State College 99

VISITORS: City College 95

##	NAME	FG	FA	3M	FT	RA	RB	AS	PF	TP	##	NAME	FG	FA	3M	FT	RA	RB	AS	PF	TP
10	*Davis, Pau	4	5	1	3	4	0	0	0	12	30	*Zander, Da	14	25	6	2	5	6	5	3	36
13	*Andrews, P	2	8	0	0	1	6	4	3	4	42	*Washington	5	7	1	0	0	4	2	1	11
22	*Michaels, S	3	10	0	9	12	4	4	2	15	52	*Carswell,	6	13	0	1	2	10	3	3	13
31	*Anker, Ste	3	5	0	2	2	4	2	4	8	54	*Makali, Je	2	3	0	0	0	4	1	2	4
32	*Parker, Ch	5	9	0	3	5	3	6	2	13	40	*Foster, Te	1	3	1	0	0	1	2	1	3
02	Able, Jim	0	0	0	0	0	0	0	0	0	02	Martin, Ha	0	0	0	0	0	0	0	0	0
03	Williams,	0	0	0	0	0	0	0	0	0	11	Smith, Kel	0	0	0	0	1	0	0	1	0
11	Charles, I	13	19	0	0	0	3	4	1	26	13	Kowalski,	0	0	0	0	0	0	0	0	0
12	Quincy, Ra	6	12	1	0	0	7	4	2	13	24	Andersen,	0	4	0	1	1	2	1	2	1
14	Walters, B	0	0	0	0	0	0	1	0	0	20	Mersey, La	6	14	1	5	6	7	3	5	18
15	Baker, Joh	0	1	0	0	0	5	1	0	0	34	Hanson, Fr	4	9	0	1	2	10	1	5	9
24	Oaks, Jerr	0	1	0	0	0	0	0	0	0	44	Gerry, Kev	0	2	0	0	1	0	1	2	0
44	Reilly, Ti	1	6	0	6	6	7	1	1	8											
45	Reilly, To	0	0	0	0	0	0	0	0	0											
53	Farmingto	0	0	0	0	0	0	0	0	0											
TOTALS... 37 76 2 23 30 43 27 15											TOTALS... 38 80 9 10 18 49 19 25										
FG%: 0.487 3FG%: 0.400 FT%: 0.767											FG%: 0.475 3FG%: 0.600 FT%: 0.556										
TEAM--> TURNS:18 BLOCKS:01 STEALS:12											TEAM--> TURNS:21 BLOCKS:02 STEALS:09										
paint:24 offto:24 2ndch:13 fastb:00											paint:22 offto:23 2ndch:22 fastb:00										

The GAMETIME SCORING screen consists of several parts:

- current time remaining and period at the top of the screen
- current statistics for each team in the center part of the screen
- totals for player and team stats, and shooting percentages near the bottom
- auto-save information at the bottom right side of the screen (# plays before saving/  
# unsaved plays)
- current play information line at the bottom (appears only as the play is being entered)

All play entry is done using a standard keyboard and simple play codes and player numbers. No other device is used, such as a mouse or light pen. Most plays consist of action code, player number, result code. During gametime entry, the software is "key-sensitive", which means in most cases you will not have to press the ENTER key for STAT CREW to recognize the action. This allows you to minimize the number of keystrokes you need to complete a play.



The following is a list of valid codes used during the gametime scoring:

### FIELD GOAL CODES

**J** - Jumper      **P** - Tip-In  
**D** - Dunk      **Y** - 3-point shot  
**L** - Layup      **W** - Wrong basket

### RESULT CODES

**Q** or **G** - good field (2 or 3 pointer)  
**Y** - good three point field goal  
**R** - missed field goal (followed by a rebound)  
**X** - missed three point field goal (followed by a rebound)  
**K** - missed field goal (due to a blocked shot)  
**P** - made field goal in the paint  
**F** - made field goal on a fast break  
**Z** - made field goal in the paint, on a fast break  
**E** - made free throw

### NON-FIELD GOAL CODES

**E** - Free Throw    **T** - Turnover  
**R** - Rebound    **S** - Steal  
**A** - Assist      **K** - Blocked shot  
**F** - Foul        **O** - Timeout

In addition to the scoring codes, there are other special keys used in gametime scoring:

**H** - select the home team  
**V** - select the visiting team  
**F1** - enter a message line for the stats display monitors  
**F2** - "quick" roster changes (name & number); add a player  
**ALT+F5** - print the screen  
**F6** - make player substitutions  
**F7** - change the clock time  
**F9** - display plays; make corrections, additions, deletions  
**F10** - clear and do not complete any partially keyed action  
**ALT+H** - display the help screen  
**SPACEBAR** - start and stop the clock  
**Esc** - exit this function

## Scoring crew

STATCREW is designed to be used by a two-person crew: a spotter and an inputter. The spotter calls out the action to the inputter, who then enters plays using the pre-defined action codes. A third person can be used, if available, to help with spotting and to write down items such as additions, corrections, etc.

The spotter calls out each play using the format action code, player number, result code. This can be done by using shot descriptions such as "jumper", or by using the actual code such as "J". For example: "Jumper by number 12, missed, rebound defensive 34" or "J, 12, R, D, 34".

The inputter should be very familiar with the operation of the software, as well as being "comfortable" working on the computer used to score the game. The spotter should have a working knowledge of basketball statistics and current "scoring rules" and guidelines as published in a scoring manual governing the level of play, such as the NCAA Statistician's Manual. In addition, the inputter and spotter should have practiced together and have decided on the method they will use to call out the action, when corrections will be made, etc.

## Getting started

Proper pre-game preparation is very important in scoring a game courtside. The entire crew should arrive at the game well before tip-off. Follow this pregame checklist:

- Set up teams, rosters, and game information
- Check all hardware connections
- Test the printer (print an old box score and play-by-play)
- Print out lineups; check player names, numbers, and spellings
- Get starters by position
- Make any required player name/number changes, key in starters and officials.

## Clock management

STATCREW uses a “running clock” that is managed by the inputter with the SPACEBAR. This clock serves two purposes: to calculate playing times for each player, and to record the time of each play for the play-by-play.

Keep this points in mind about the clock:

- At the beginning of each period, the clock will display the number of minutes available in that period as defined by the user in the INITIAL GAME SETUP function.
- The clock begins to “count down” when the SPACEBAR is pressed.
- The SPACEBAR toggles the clock off and on.
- When the clock is off, “\*\*\*CLOCK IS STOPPED\*\*\*” is shown on the top of the screen next to the TIME REMAINING. When the time has counted down to the end of the period, “-END OF PERIOD-” will be displayed. Note that if the time remaining shows “00:00” and the message says “\*\*\*CLOCK IS STOPPED\*\*\*”, this indicated that internally the clock has “tenths” of a second remaining, and you must start it again until “-END OF PERIOD-” appears in order to end the period.
- The time remaining, which is always displayed at the top of the GAMETIME SCORING screen, can be adjusted by pressing the F7 key. A window will appear in the center of the screen, prompting you to enter a new time. This can be done without having to enter leading zeroes and the colon (:) - for example, if the new time should be “01:45”, simply enter “145” and press ENTER.
- Plays can be entered with the clock running or stopped. However, most of the function keys will not work while the clock is running, except F10 (used to void a partially entered play).

## Entering plays

When the game begins, simply press the SPACEBAR to start the clock, and then press H or V to indicate which team has the ball. The team name will be highlighted for the team with possession at any given time. The “H” and “V” keys are used to track possession. Current players in the game are indicated on the screen with an asterisk (\*) between their number and name. If a team does not have five players in the game, there will be a message directly above the team name on the screen (such as “6 PLAYERS IN THE GAME”).

Plays can be entered with the clock running or stopped. When the action code for a play is pressed, the play information will appear on the last line of the screen. This information will change as the play is completed. Note that the clock time is captured when the initial action code is pressed, and will stay with that play unless changed in the play editor. Once a play has been completed, the bottom line of the screen will be erased. This allows you to know at a glance if you have completed a play or not.

As plays are entered, they are stored in volatile RAM until the auto-save limit has been reached. At that time, the stored plays are “saved” to your hard disk, and the auto-save counter is reset to zero. In the event of a power failure, unsaved plays will be lost. Auto-save information is displayed at the bottom right-side of the screen at all times. You can set the auto-save limit value in the OPTIONS function. The purpose of the auto-save feature is to limit the number of times the software writes to the hard disk, therefore maximizing performance during gametime scoring. The faster your computer’s processor, the lower you can set this number. Remember, the higher the auto-save number, the longer it will take to “save” plays. The trade-off is speed of processing and saving plays vs. number of potentially lost plays. NOTE: The recommended setting for this option is “1”.

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Each play is entered as action code, player number, result code. A message window will appear after each part of the play is entered, to prompt you for the next entry. Remember, you do not need to press ENTER after a code has been pressed.

**Action code:** Field goal code (for example, "J") or non-field goal code (for example, "F")

**Player number:** Two digits are required; for a single digit number, enter the number preceded by a "0" (for example, "10" for player #10; "05" for player # 05)

**Result code:** One character result (for example, "R" for missed shot)

The SPACEBAR can be pressed at any time during the entry of a play, in order to stop or start the clock. This will not affect the play.

Below are examples of what the software considers "separate" plays:

- a made field goal ("J 21 G")
- a missed field goal ("J 21 R")
- a rebound ("R D 15")
- a personal foul ("F V 21")

NOTE: A missed field goal and following rebound are considered two plays.

### Examples of plays

The following section shows examples of various types of plays. Each is given in three different ways: dDescription of the play, what the spotter would call out, and what the inputter should type in. Note where the spotter needs to say "home" or visitor and where this can be assumed.

#### Made field goals

WHAT HAPPENED...	SPOTTER SAYS...	INPUTTER TYPES...
Made jump shot by #10 with no assist	"jumper by number ten, good, no assist"	J 10 G ENTER
made jump shot by #5 with assist by #10	"jumper by number oh five good, assist ten"	J 05 G 10

#### Non-field goal plays

WHAT HAPPENED...	SPOTTER SAYS...	INPUTTER TYPES...
home team has the ball - foul called on visitor #10	"foul on visitor number ten"	F V 10
home team has the ball - foul (and turnover) on home #5	"foul on number oh five; turnover on number oh five"	F H 05 T 05
home team has the ball - technical (and personal) foul on visitor #10	"technical foul on visitor number ten; personal foul on visitor number ten"	F T V 10 F V 10
visiting team has the ball - technical foul on the home team bench, and team personal foul	"technical foul on the home team bench; team foul on the home team"	F T H B F H M
home team #10 is shooting two free throws - misses the first and makes the second one; then visitors take possession	"free throw home number ten, missed, deadball rebound; free throw number ten, good, visitors ball"	E H 10 R B E ENTER E V
home team has the ball - turnover by #10, steal by #20	"turnover number ten, steal number twenty"	T 10 S 20
full timeout called by the visitors	"full time out visitors"	O V M
30 second timeout called by the home team	"thirty second time out by the home team"	O H 3

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### **Important points to consider when entering non field goal actions:**

When entering fouls: Always precede the jersey number with H or V; an offensive foul does not create a turnover stat (you must also enter the turnover); a technical foul does not count as a personal foul (you must also enter a personal foul, if needed).

When entering free throws: Possessions will not automatically flip after the last free throw (you must press H or V to change possession); on a multi-shot foul, entry of the first free throw requires the player number, entry of the second (and third) need only press ENTER for player number.

On a steal: Enter the turnover first and then the steal for minimum number of keystrokes (for example, if visitors have the ball, "T 10 S 20" would be the same as "S H 20 T V 10").

To enter a "stand alone" rebound or block, first press H or V to indicate who had the ball just prior to the rebound or block, and then enter the play (for example, to add a blocked shot by the visitors #10, type "H K 10").

### **Made special field goals**

<b>WHAT HAPPENED...</b>	<b>SPOTTER SAYS...</b>	<b>INPUTTER TYPES...</b>
made three point shot by #25 with assist by #4	"three pointer by number twenty-five, good, assist oh-four"	Y 25 G 04 -or- J 25 Y 04 -or- Y 25 Y 04
made jump shot by #10, in the paint, with an assist by #11	"jumper by number ten, good in the paint, assist eleven	J 10 P 11

### **Missed field goals**

<b>WHAT HAPPENED...</b>	<b>SPOTTER SAYS...</b>	<b>INPUTTER TYPES...</b>
missed jump shot by #10 with an offensive rebound by #5	"jumper by number ten, missed, rebound number oh five"	J 10 R 05
missed jump shot by #4 with a defensive rebound by #10	"jumper by number four, missed, defensive rebound number ten"	J 4- R D 10
missed three point shot by #10 with an offensive team rebound	"three pointer by number ten, missed, offensive team rebound"	Y 10 R M -or- J 10 X M -or- Y 10 X M
missed three-point attempt by #10 that is blocked by #11 followed by a defensive rebound by #20	"three pointer by number ten, blocked by number eleven, defensive rebound number twenty"	Y 10 K 11 R D 20

### **Important points to consider when entering non-field goal actions:**

When entering a "play" for a made or missed FG: You should not have to type H or V preceding the jersey number (assuming possession is indicated correctly when you begin the play entry) - STATCREW "flips" possession for you on defensive rebounds, blocked shots, and after an assist.

When entering a three-point try: You can indicate it's a three-pointer at the beginning of the play, at the result, or both. For example: If the shot is "made three-pointer by number ten with no assist", the entry can be J 10 Y, Y 10 Q, or Y 10 Y. If a three-point attempt is blocked, you must start the play with Y.

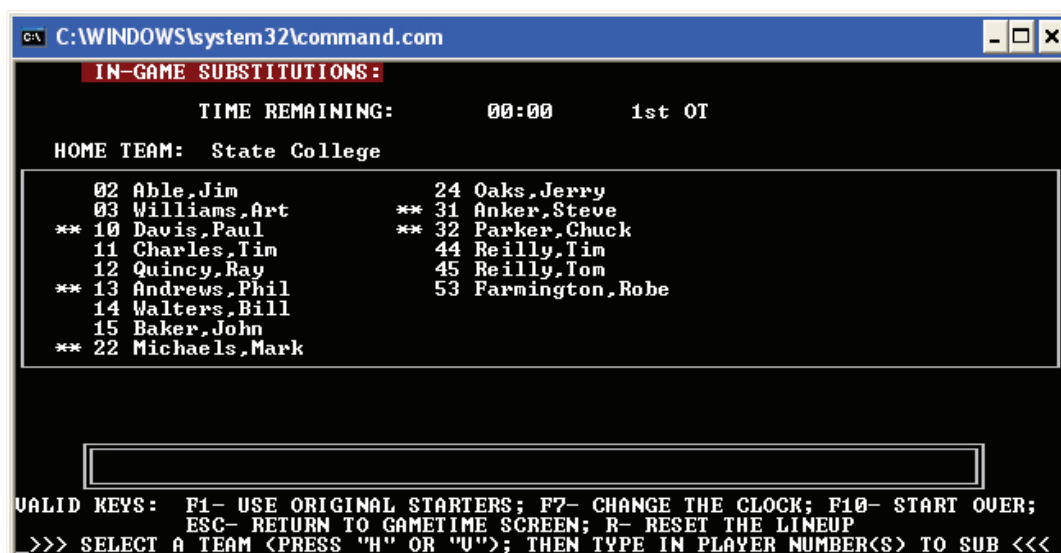
If you need to cancel a play once you have started to enter it: Press F10. No shot will be recorded if you press F10 before you press the result code

On a blocked shot: You must press K for the result code (not R), enter the player who blocked the shot, and then enter the player who got the rebound.

Each shot entry must be action code, player number, result code: Including TIP-INS, LAYUPS, and DUNKs (STAT CREW will allow missed TIP-INS, LAYUPS, and DUNKs).

Defensive points ("wrong basket"): When a field goal is scored in Team A's basket after last being touched by a player on Team B, press "W" and a window will appear that will prompt you to type "H" or "V" to select the offensive team. Two points will then be added to that team's score. On the box score, the team points will show up on the line used for team rebounds, along with an asterisk, and an explanation printed near the bottom of the box score that reads "\*-points scored by the other team (wrong basket)".

**Player substitutions (F6)** To make substitutions during the game, press F6 from the GAMETIME SCORING screen. This can only be done with the clock stopped.



Valid keys used at this screen include the following:

- H or V** - select the home or visiting team
- F1** - select original starters for the selected team
- F7** - change clock time
- F10** - start over (display home team again)
- Esc** - return to the GAMETIME SCORING screen
- R** - reset the lineup for the selected team (remove all players from the game)
- 0-9** - player numbers
- ENTER** - press ENTER on a single digit player number

Substitutions are fast and easy with STATCREW. You simply type the jersey numbers of the players involved.

For example, if #10 is replacing #11, you type 10 11. STATCREW knows if a player is currently in the lineup or on the bench (players in the game are marked with "\*\*"). So when you type a jersey number, that players' status will switch from in-the-game to on-the-bench or from on-the-bench to in-the-game. For single digit jersey number, type the single digit and then press ENTER. Therefore, your spotter doesn't have to say "in" or "out", or even call subs in any particular order. You can also make subs by pressing R to remove all players from the game, and then just type those currently on the court (this reset feature is handy for "wholesale" or multiple subs at a time).

STATCREW will log the current clock time for each sub made. For a different "time remaining", press F7 to change the clock. Note that a highlighted message will be displayed just below the players window if there are exactly five players in the game.

**Substitution examples****WHAT HAPPENED...**

the visiting team  
 subs three players —  
 #20 replaces #30  
 #05 replaces #3, and  
 #10 replaces #11  
 the home team  
 comes off the bench  
 after a timeout with  
 these players (some  
 just entered the game):  
 10, 11, 05, 30, 40

**SPOTTER SAYS...**

"subs for the visitors:  
 twenty, thirty, oh five,  
 three, ten, and eleven"  
 "reset the home team:  
 ten, eleven, oh five, thirty,  
 and forty"

**INPUTTER TYPES...**

V 20 30 05 03 10 11 ENTER

H R 10 11 05 30 40

**Play editor (F9)**

To use the play editor during the game, press F9 from the GAMETIME SCORING screen. This can only be done with the clock stopped.



Valid keys used at this screen include the following:

- F5** - delete a play or add a new play
- F9** - return to the GAMETIME SCORING screen
- F10** - do not add or delete a play (use after F5 was pressed)
- Esc** - return to the GAMETIME SCORING screen
- Up / Down arrows** - save changes on current play and move to another one
- Left / Right arrows** - move to the next / previous field on the play line
- Tab / Backspace** - move to next / previous field on the play line
- ENTER** - save changes on current play and stay at the same line
- A** - 1) assist; 2) add a play (use after F5 was pressed)
- B** - deadball rebound
- D** - 1) shot code for "dunk"; 2) defensive rebound; 3) delete a play (after F5)
- E** - free throw
- F** - foul
- H or V** - select the home or visiting team
- J, L, D, P, Y** - field goal codes
- K** - blocked shot
- M** - 1) team rebound; 2) team foul
- R** - rebound
- S** - steal
- T** - turnover
- O** - timeout
- 0-9** - 1) player numbers; 2) player time (minutes and seconds)
- ENTER** - press ENTER on a single digit player number

The play editor screen is composed of two parts: the play codes that can be modified by the user, found on the left side of the screen (up to the "----->"); and the dDescription or "translation" of those play codes, found on the right and the dDescription or "translation" of those play codes, found on the right side of the screen (just to the right of the "----->"). The play codes section the left side consists of seven fields that can contain a code, player number, or clock time. You can move from field to field use the Tab key, Backspace key, and arrow keys. A character or number can be typed in each field, and STATCREW will only allow certain values in each field, depending upon the play, field chosen, and the current roster.

### In-Game Play Editor

The chart shows the valid entries per field for each type of play:

Type of Play	Action	Team	Player	Analysis	Result/ Description	Clock
Field Goal Try	J Y D L P	H V	##	F P Z —blank—	Q G Y R X K	time
Free Throw Try	E	H V	##	—blank—	E R	time
Rebound	R	H V	##	—blank—	D —blank—	time
Assist	A	H V	##	—blank—	—blank—	time
Blocked Shot	K	H V	##	—blank—	—blank—	time
Turnover	T	H V	## M	—blank—	—blank—	time
Steal	S	H V	##	—blank—	—blank—	time
Foul	F	H V	## B M	—blank—	T —blank—	time
Timeout	O	H V	T 2 3 M	—blank—	—blank—	time
Wrong Basket	W	H V	—blank—	—blank—	—blank—	time

**Action:** J (2- or 3-point shot), Y (3-point shot), D (dunk), L (layup), P (tip-in)

**Team:** H or V (home or visitors)

**Player:** "##", B for deadball rebound, M for team, T for media timeout, 2 for 20-second timeout, or 3 for 30-second timeout

**Analysis:** Blank, F (fast break), P (paint) or Z (fast break, in the paint)

**Result/Description:** Result code for shots, D for defensive rebounds, T for technical fouls, or blank

**Clock:** Time consists of minutes and seconds— leading zero(es) required; colon ":" (not required)

To make a change to a play line, type the change(s), and press ENTER to validate and save the play. Or press the up or down arrow to update and save the play and move to another one. Use the arrow keys to move up and down one play at a time; use the PageUp and PageDown keys to move one page of plays at a time.

Press Esc or F9 to exit the play editor. This will also re-sequence any plays with clock time changes. The play editor will not allow entry of a player number not found on that team's roster, and will not allow you to enter a action and result codes that do not go together. To delete a play, move to that play, press F5, and then press D.

To make a change to a play line, type the change(s), and press ENTER to validate and save the play. Or press the up or down arrow to update and save the play and move to another one. Then the play dDescription on the right will reflect the change(s) made. Use the arrow keys to move up and down one play at a time; use the PageUp and PageDown keys to move one page of plays at a time.

Press Esc or F9 to exit the play editor. This will also re-sequence any plays with clock time changes. The play editor will not allow entry of a player number not found on that team's roster, and will not allow you to enter action and result codes that do not go together. To delete a play, move to that play, press F5 and then press D.



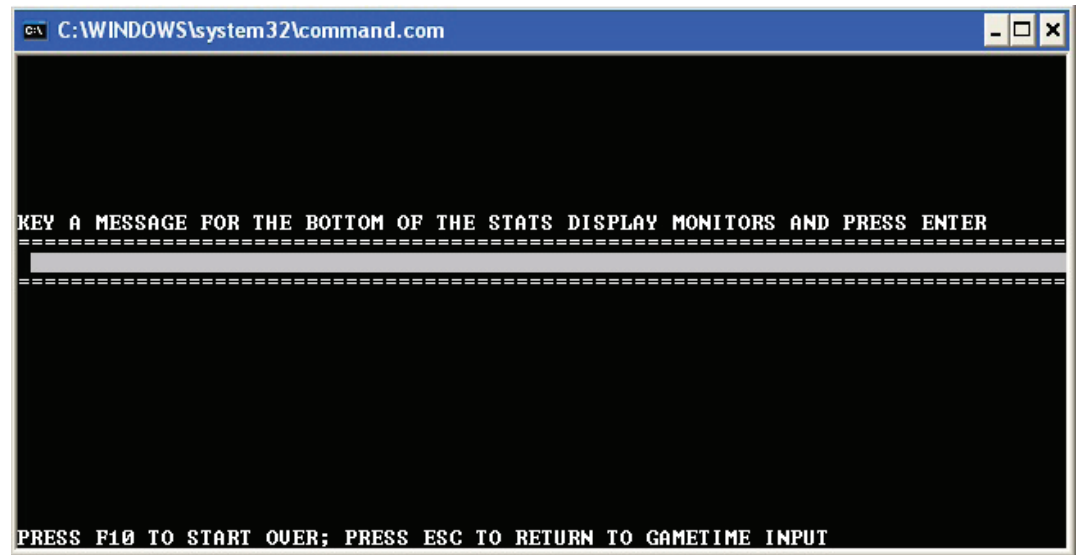
There are two different ways to add one or more plays:

1. Using the play editor, press F5 and then press A. This creates a line at the beginning of the list of plays with a plus sign (+) in the first field, and with a clock time of "2000" (20 minutes). Go to that "+" play, enter the appropriate values in each field, and then press ENTER.
2. Return to the GAMETIME SCORING screen. With the clock stopped, simply type in the play(s) you wish to add. Note the time on the clock. Now go to the play editor (press F9). You will find the new Play(s) at the end of the list. Just change the clock time on each new play to the appropriate time and press ENTER.

## ***Stats display message line***

To access the STATS DISPLAY MESSAGE LINE screen, press F1 from the GAMETIME SCORING screen. This can only be done with the clock stopped.

It is at this screen where you enter additional information to be displayed at the bottom of the "media stats display monitors" during the game. For more information on setting up stats monitors, refer to Chapter 9.



Valid keys used at this screen are:

- ENTER** - accept the value in the current field and move to the next line
- down arrow** - accept the value in the current field and move to the next line
- F2** - display current specialty stats
- F10** - erase message line or specialty stats
- F1** - return to the GAMETIME SCORING screen
- Esc** - return to the GAMETIME SCORING screen
- a-z, 0-9, spaces** - acceptable characters for the message line field
- 0-9** - acceptable characters for the specialty stats field

To display a message at the bottom of the "media stats display monitors", type the message in the line provided (up to 80 characters) and press ENTER or the down arrow. You can then enter each specialty stat or press F2 to automatically fill in those fields with the current values.

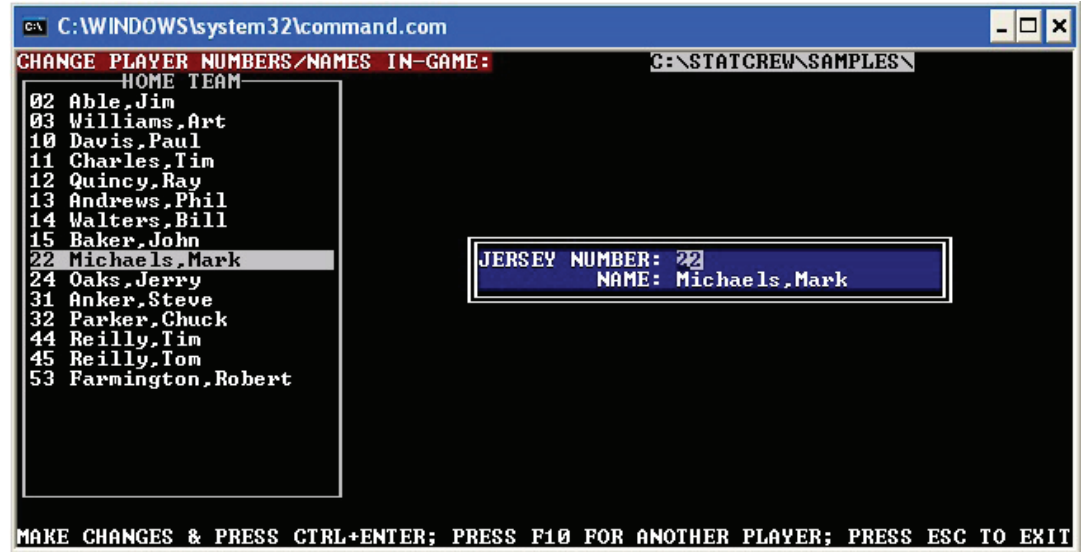
Press Esc to send this information to the stats displays and return to the GAMETIME SCORING screen. \*\*Note that this information will remain on the stats displays until it is changed and resent, or until you exit and restart STATCREW. The reminder "\*\*\*MESSAGE\*" will be displayed near the bottom of the GAMETIME SCORING screen as long as these "message fields" have information in them.



## Change player numbers/names

To access the CHANGE PLAYER NUMBERS/NAMES IN-GAME screen, press F2 from the GAME-TIME SCORING screen. This can only be done with the clock stopped.

This function allows you to make “quick” changes to any player number and/or name during the game. Changes made here will be reflected in the roster file as well as in the stats. You can also add new players to the roster and to the current game. To delete or remove a player, you must go to ROSTER MAINTENANCE.



Valid keys used at this screen are:

- ENTER** - accept the value in the current field and move to the next
- down arrow** - accept the value in the current field and move to the next
- up arrow** - accept the value in the current field move to the previous one
- F10** - select another player
- Ctrl + ENTER** - update the player information
- Esc** - return to the GAMETIME SCORING screen
- H, V** - select the home team or the visiting team
- N** - press N to add a new player
- a-z, spaces** - acceptable characters for a player name
- 0-9** - acceptable values for a player number

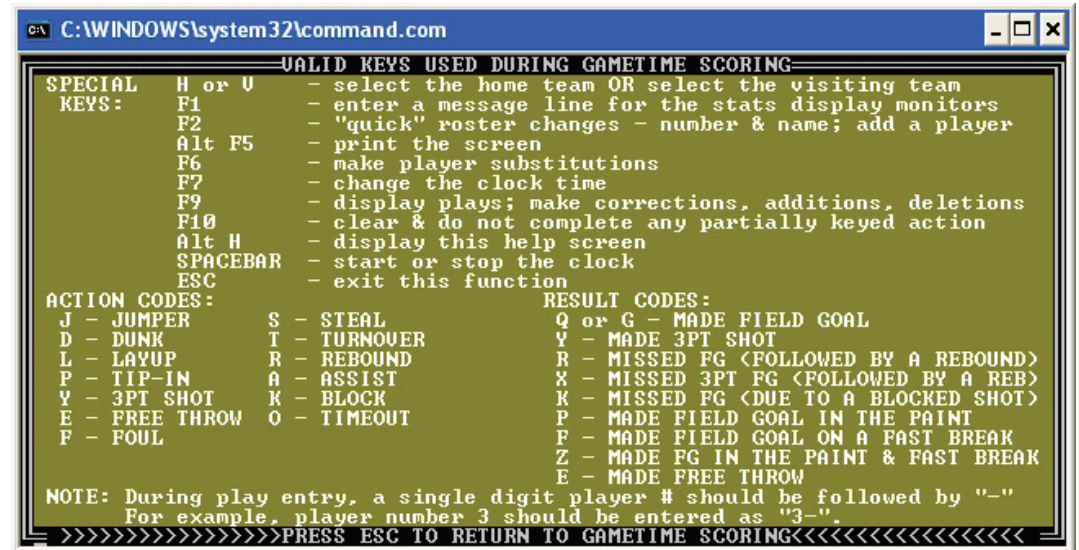
To change a player's jersey number and/or name:

1. Press H or V to select the team.
2. Using the up and down arrow keys, highlight the player and press ENTER.
3. Type the changes and press Ctrl + ENTER to save.

Press Esc to return to the GAMETIME SCORING screen.

## Other Gametime Functions

To change the TIME REMAINING, press F7. At the prompt, key in the new time and press ENTER. Leading zeroes and a colon (:) are not required. STATCREW will not allow to enter a time that is greater than the maximum number of minutes for the period (entered in the INITIAL GAME SETUP). Playing times will be adjusted automatically. This can only be done with the clock stopped.



## Display the help screen

To display the help screen, press ALT + H. This can only be done with the clock stopped. To return to the GAMETIME SCORING screen, press Esc.

### Display/print box scores

To view the box score, press Esc and then B. This can only be done with the clock stopped. To print it, open the Windows Game Reports menu. Select Reports | NCAA Box and print the box score. Refer to Chapter 6.

## Display/print play-by-plays

To view the play-by-play, press Esc and then P. This can only be done with the clock stopped. To print it, open the Windows Game Reports menu. Select Reports | Play-by-Play and choose whether you want to print the entire game, the first half, or the second half. Refer to Chapter 6.

## New period

To change to the next period, press Esc, C, and then 1. This can only be done with the clock stopped.

## Change playing times

To adjust playing times, press Esc, C, and then 4. This can only be done with the clock stopped.

**Display / Print Boxscores**

From the MAIN MENU, press B to go to the box score function. You can access box scores only if a game has been selected. It is at this screen that box score statistics can be displayed for each team, for any period and for game total. To print it, open the Windows Game Reports menu. Select Reports | NCAA Box and print the box score. Refer to Chapter 6.

C:\WINDOWS\system32\command.com																			
HOME TEAM: State College			-----GAME TOTALS-----											00:00 left in period 3					
			TOT-FG	3-PT	REBOUNDS														
No.	N A M E		FG-FGA	FG-FGA	FT-FTA	OF	DE	TOT	PF	TP	A	TO	BLK	S	MIN				
13	Andrews, Phil	f	2-8	0-0	0-1	2	4	6	3	4	4	2	0	0	23				
32	Parker, Chuck	f	4-8	0-1	3-5	0	3	3	2	11	6	5	0	2	38				
31	Anker, Steve	c	3-5	0-0	2-2	1	3	4	4	8	2	0	0	1	18				
11	Charles, Tim	g	13-19	0-0	0-0	2	1	3	1	26	4	2	0	2	38				
22	Michaels, Mark	g	3-10	0-2	9-12	0	4	4	2	15	4	6	0	4	42				
02	Able, Jim		0-0	0-0	0-0	0	0	0	0	0	0	0	0	0	0				
03	Williams, Art		0-0	0-0	0-0	0	0	0	0	0	0	0	0	0	0				
10	Davis, Paul		3-3	1-1	3-4	0	0	0	0	10	0	1	0	0	5				
12	Quincy, Ray		6-12	1-1	0-0	3	4	7	2	13	4	2	0	2	30				
14	Walters, Bill		0-0	0-0	0-0	0	0	0	0	0	1	0	0	0	1				
15	Baker, John		0-1	0-0	0-0	1	4	5	0	0	1	0	0	0	6				
24	Oaks, Jerry		0-1	0-0	0-0	0	0	0	0	0	0	0	0	0	1				
44	Reilly, Tim		1-6	0-0	6-6	3	4	7	1	8	1	0	1	1	23				
45	Reilly, Tom		0-0	0-0	0-0	0	0	0	0	0	0	0	0	0	0				
53	Farmington, Robert		0-0	0-0	0-0	0	0	0	0	0	0	0	0	0	0				
TEAM							0 4 4												
TOTALS			35-73 2-5 23-30				12 31 43		15 95		27 18		1 12		225				
TOT-FG 1stH: 20-40 50.0%			2ndH: 11-25 44.0%			OT: 4-8 50.0%			Game: 47.9%		Deadbl								
3pt-FG 1stH: 1-3 33.3%			2ndH: 0-0 00.0%			OT: 1-2 50.0%			Game: 40.0%		Rebs								
FTthrow 1stH: 4-4 100.0%			2ndH: 12-16 75.0%			OT: 7-10 70.0%			Game: 76.7%		2								
PRESS F5 TO PRINT or PRESS ESC FOR THE MAIN MENU <PRESS ALT+H FOR MORE OPTIONS>																			

Valid keys used at this screen are:

- H** - select home team
- V** - select the visiting team
- T** - display game totals
- F** - display first half only
- N** - list the players in numeric (jersey number) order
- S** - list the players with starters at the top (default)
- 1-9** - display stats for the selected period
- F7** - select "specialty stats" (to print at the bottom of the box score)
- Alt + F6** - create a box score HTML file on the REPORTS sub-directory
- Alt + H** - display the help screen
- Esc** - return to the MAIN MENU

Upon entering the box score screen, the game totals for the home team will be displayed, with the starters at the top. To view the visiting team's stats, press V. To view stats for a specific period, press that period number. Press F for halftime only stats. To display in numeric (jersey number) order, press N.

**Printing/creating an output file**

You can view or print the box score screen as well as create a text or HTML file.

- To view the box score, press Esc and then B. This can only be done with the clock stopped.
- To print, open the Windows Game Reports menu. Select Reports | NCAA Box and print the box score.
- To create an HTML file, open the Windows Game Reports menu. Select HTML | Generate. To view the HTML file, select HTML | View HTML.
- To create a text file, open the Windows Game Reports menu and select Display | 'Style' report options. Disable the "new-style" reports. Then select Reports | NCAA Box. Then choose the copy menu option and select "copy to file."

### Warning messages

The box score display screen will display "warning" messages for three (3) situations different situations:

1. The minutes field will be highlighted for any player who has stats and no playing time. This is intended to alert you to the fact that this player either appeared in the game, but was never inserted in to the lineup, or that the stat(s) for this player actually belonged to someone else.
2. The message "REBOUNDS(##) DO NOT EQUAL MISSED SHOTS(##)" will appear on the second-to-last line on the screen when total rebounds for the selected period do not equal total missed shots.
3. A message similar to "HOME MISSED SHOTS(##) DO NOT = HOME OFF REBS VISITOR DEF REBS(##)" will appear near the bottom of the screen when the total number of missed shots by one team does not equal the sum of their offensive rebounds, plus the other team's defensive rebounds. This situation is not the same as point No. 2. This simply means that somewhere in the play-by-play there is a missed shot by Team A, followed by an offensive rebound for Team B, or there is a missed shot by Team A followed by a defensive rebound for Team A.

Note: These warnings will not affect the display or output of statistics. They are intended to help you "balance" your statistics.

Press Esc to return to the MAIN MENU.

### Display / Print Play-by-Plays

From the MAIN MENU, press P to go to the play-by-play function. You can access play-by-play only if a game has been selected. It is at this screen that a play-by-play can be viewed, but you should print from the Windows Game Reports.



Valid keys used at this screen are:

**1-9** - select the period

**Y** - select "yes" for this type of stat to appear in the play-by-play

**N** - select "no" for this type of stat to not appear in the play-by-play

**ENTER** - use the value last selected for this field (Y or N) and move to the next line

**D** - display the play-by-play after having selected types of stats

**F10** - start over (select another period)

**Spacebar** - display another page of the play-by-play

**Esc** - return to the MAIN MENU

The play-by-play function allows you to display a play-by-play. You select the period and then answer a series of yes/no questions to determine the types of plays that will appear on the play-by-play. The default for each question about the type of plays is either "y" (for the first time) or it will "remember" the last selection for that question if you press ENTER (unless you have exited and reentered the scoring program since the last play-by-play was created).

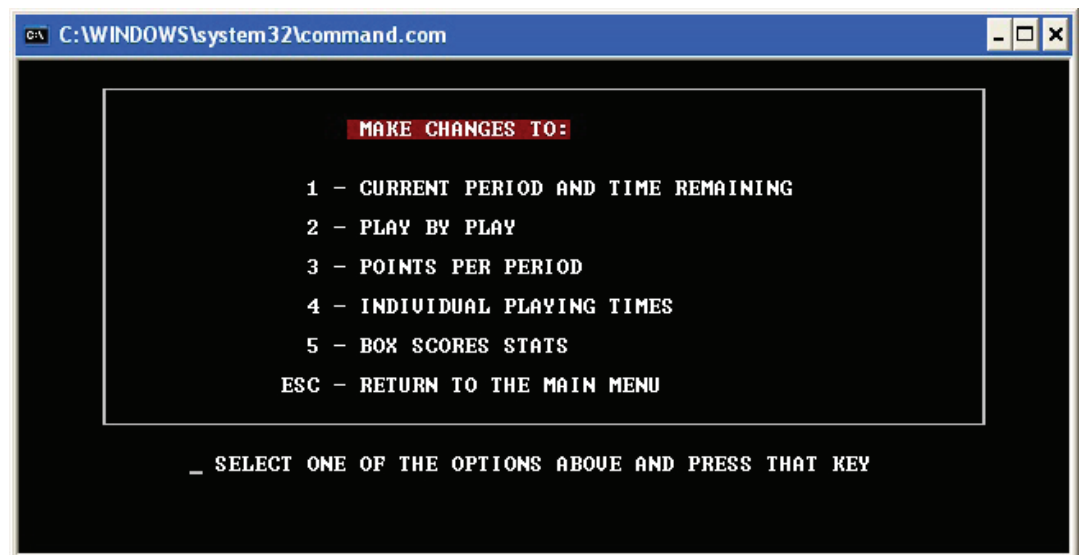
-To display the play-by-play, select Reports | play-by-play and choose whether you want to display the entire game, the first half, or the second half.

-To print the play-by-play, open the Windows game reports menu, select Reports | Play-by-play and choose to display the entire game, first, or second half.

-To create a text file, open the Windows game reports menu and select Display | 'Style" report options. Disable the "new-style" reports. Then select Reports | Play-by-Play. Choose whether you want to display the entire game, the first half, or the second half. Then select the copy menu option and select "copy to file."

## ***Make Changes to Time, Period, Stats***

From the MAIN MENU, press C to go to the CHANGES function. You can access Make Changes only if a game has been selected. From here you can access five different "changes" functions to allow you to change the period number and time remaining (set up for the next period), edit play-by-play, change points per period, adjust playing times per player, and make changes to box score stats.



From the MAKE CHANGES screen, press 1 to go to the function to change the current period and time remaining. The primary purpose of this function is to set up for the next period during a game. This can be done two different ways: enter the new period number and new time, or just press N and STATCREW will automatically fill in the new period and new time. The use of N only works if the current time remaining is 00:00.

Valid key uses at this screen consist of the list below:

**1-9** - new period number selected

**0-9** - minutes and seconds for the new time field; must include both minutes and seconds without the colon (:) maximum value is the # OF MINS PER PERIOD as defined in the INITIAL GAME DATA SETUP

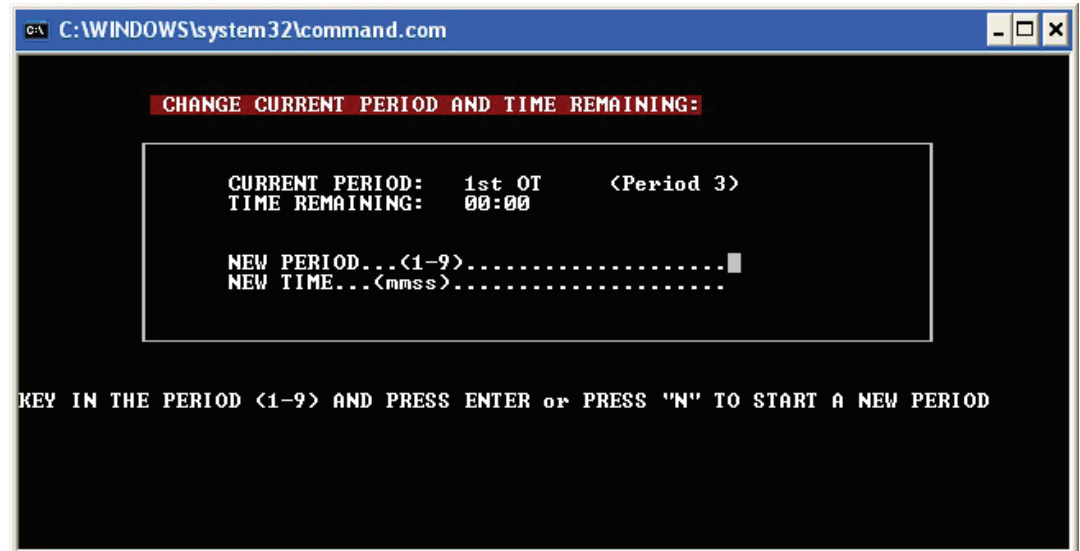
**N** - press N to automatically set the new period and new time

**ENTER** - accept the value entered and move to the next

**F10** - start over

**Esc** - return to the MAIN MENU

## ***Change current period and time remaining***



Use caution when changing the period and time remaining. Playing times will automatically be recalculated each time and this function is accessed. To adjust only the clock time during the game, go to GAMETIME ENTRY and press F7.

## ***Changes to play-by-play***

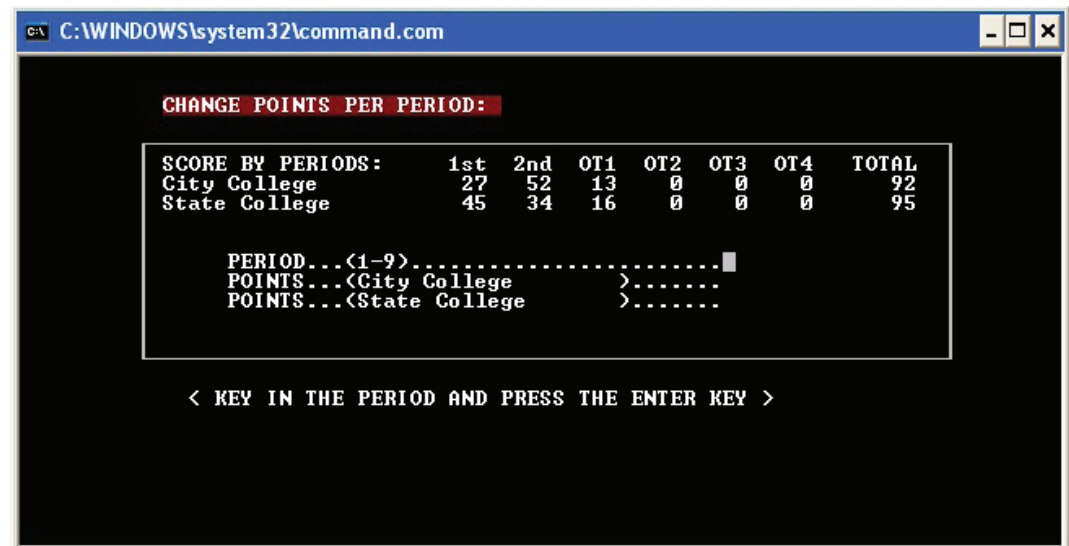
From the MAKE CHANGES screen, press 2 to go to the function to change the play-by-play (Play Editor). This function is the same as the Play Editor feature in GAMETIME SCORING - with one addition. When you enter this function, you will be prompted to "SELECT A PERIOD <1 thru 9>". Press the number of the period you wish to make changes to. If the period you select does not exist, the MAIN MENU screen will be displayed. Once you have selected a period, the Play Editor is exactly the same as described earlier in this chapter (refer to "Using the Play Editor - F9").



## Changes to points per period

From the MAKE CHANGES screen, press 3 to go to the function to change the points per period. This function allows you change just the score per period for each team.

NOTE: Although this capability is included here, during normal game entry, you should always adjust the score in each period by making changes to either individual plays (using the play editor), or by changing the box score stats directly. In either case, the score will be changed automatically. Changing the total number of points in a period using this function can create a situation where the sum of the individual points do not equal the total points for that period.



Valid keys used at this screen are:

**1-9** - period number selected

**0-9** - total number of points for the period selected

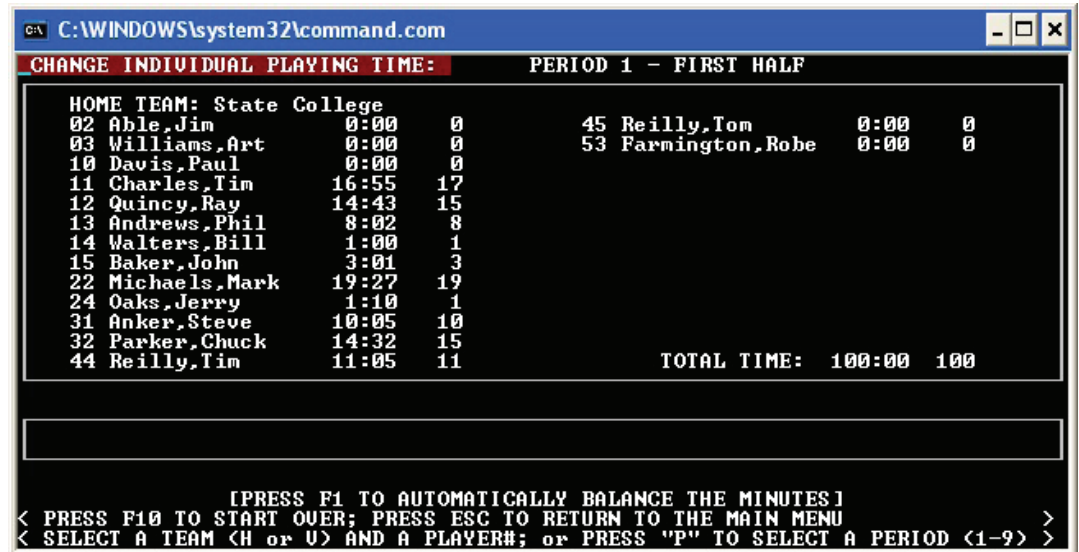
**ENTER** - accept the value entered and move to the next field; or use the current value and move to the next field if nothing is entered

**F10** - start over

**Esc** - return to the MAIN MENU

## Changes to Individual playing times

From the MAKE CHANGES screen, press 4 to go to the function to change the playing times for players. Because STATCREW has a "running clock" during the game, exact playing times are calculated for each player. You can view and modify these times with this function.



Valid keys used at this screen are:

- H** - select the home team
- V** - select the visiting team
- P** - select a period
- 1-9** - period number selected
- 0-9** - two-digit player numbers; four-digit playing time (minutes and seconds)
- ENTER** - press ENTER to accept the time entered for the player
- F1** - automatically balance the minutes (current clock time must be 00:00)
- F10** - start over
- Esc** - return to the main menu

Playing times are kept for all players by minutes and seconds, for each period of the game. To adjust the time for a player:

1. Press P to select the period
2. Press H or V to select the team.
3. Type the jersey number of the player (for single digit number, type the number and then press ENTER).
4. Enter the new time (minutes and seconds, no colon required) and press ENTER; if you make a mistake when entering the time, continue to enter digits until the cursor is back in the first position, or press F10 and start over.

### Automatically balancing the minutes

STATCREW tracks playing times to the second, and displays and prints rounded minutes (to the nearest 30 seconds) on the box score for each player. For example, if a person has played 10 minutes and 32 seconds, their playing time on the box score will be 11 minutes. If that person has played less than 30 seconds, the box score will show "0+". During a 40 minute game, if a player's total time was greater than 39 minutes and 29 seconds and less than 40 minutes, the box score will show "39-". Because of rounding, the possibility exists that the total time for the team could appear on the box score as a minute or two less than or greater than the total actual time. For example, in a 40 minute game, the total (rounded) time on the box score might appear as "201", even though the exact time is 200:00. To automatically adjust the "201", press the F1 key. STATCREW will try to automatically "balance" the minutes so that the rounded total is "200". This works most of the time; however, there are some situations where F1 fails to round the total to the correct number, you must adjust individual times yourself.



Note: Automatic balance (F1) feature will not work if:

- the current clock time is not 00:00
- the total time for a team is not exactly 5 times the total number of minutes allowed for the period (for example, in a standard 20-minute half, the total time should be 4 times 20 - 100:00 - 100:01, 99:59, etc.)

## Change box score statistics

*Use this function to make changes only to those game stats that do not need to appear in the play-by-play.*

From the MAKE CHANGES screen, press 5 to go to the function to change the box score stats. From this function, you can change "raw" player and team statistics for each team, for any period of the game. Changes made here to any statistics will appear in the box score, but will not be reflected in the play-by-play. However, changes made to the play-by-play (using the Play Editor) will appear in both the box score and the play-by-play.

**IMPORTANT:** Use this function to make changes only to those game stats that do not need to appear in the play-by-play.

C:\WINDOWS\system32\command.com

**CHANGE BOX SCORE STATS:**

**VISITORS: City College** **- SECOND HALF BOX STATS**

P L A Y E R	TOTL-FG	3-PT	REBND	PF	A	TO	BLK	S	min	tech					
No. N A M E	FG	FGA	FG	FGA	FT	FTA	OFF	DEF							
30 Zander, Dave	15	15	5	5	1	3	2	2	2	2	4	0	0	20	0

**TOTAL FIELD GOALS MADE**

----- PRESS F10 TO START OVER; PRESS ESC TO EXIT -----

< USE TAB & BACKSPACE KEYS (OR RIGHT & LEFT ARROWS) TO LOCATE THE STAT TO CHANGE, AND THEN KEY IN THE NEW NUMBER; PRESS ENTER AFTER ALL CHANGES HAVE BEEN MADE >

Valid keys used at this screen are:

- 1-9** - period number selected
- H** - select the home team
- V** - select the visiting team
- M** - input team rebounds
- B** - input deadball rebounds
- T** - input team turnovers
- F** - input team fouls; input team/bench technical fouls
- 0-9** - 1) player numbers; 2) statistics
- Tab, Backspace, left & right arrow keys** - use to move from one category to another
- ENTER** - press ENTER to save statistics entered
- F10** - start over
- Esc** - return to the MAIN MENU

To change statistics for a player or a team stat category:

1. Select a period (1-9).
2. Press H or V to select the team
3. Press B (deadball rebound), T (team turnover), or F (team or technical foul).
4. The player's name or the team category will appear along with a line of stats; make changes where needed, using the Tab, Backspace, left and right arrow keys to move from field to field.
5. Press ENTER when completed with that line.

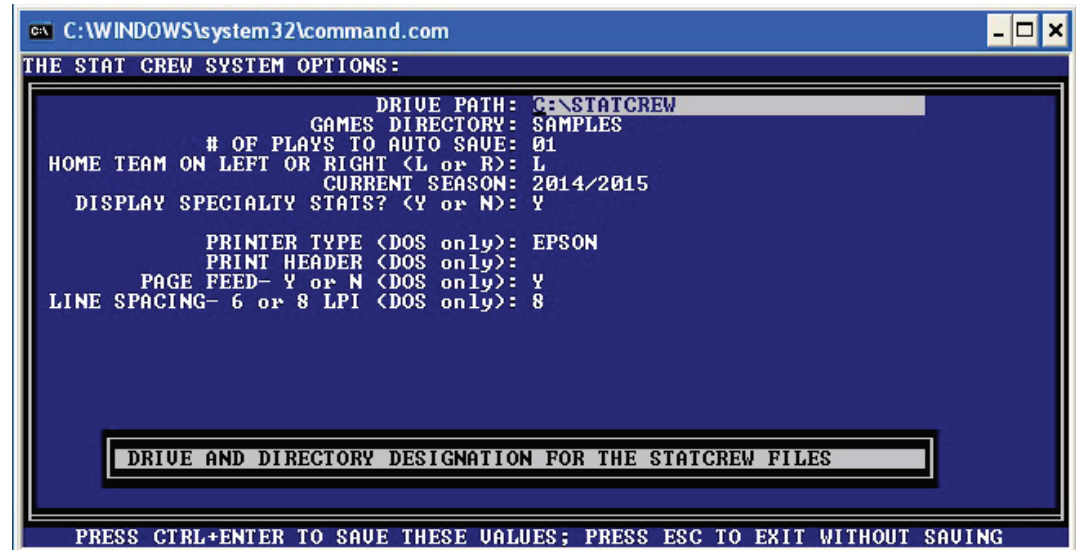
To select another player or team category, just enter the number or the code.

To select another team or period, press F10.

Press Esc to return to the MAIN MENU.

## Options

From the MAIN MENU, press O to go to the STATCREW Options screen. These options consist of several items that are used throughout the software to control various functions such as printing from DOS-only, as well as to define the current working directories.



Valid keys used at this screen are:

**ENTER** - accept current field and move to the next

**up & down arrow keys** - accept current field and move to one below or above

**F10** - display original values and start over

**Esc** - return to the MAIN MENU without saving changes

**Ctrl + ENTER** - save options to disk and return to the MAIN MENU

### OPTIONS consist of the following fields:

**DRIVE PATH** - required; must be a valid drive and directory; the default value is "C:\STATCREW", which is the location and name of the STATCREW programs directory.

**GAMES DIRECTORY** - required; maximum 8 characters in length; must be letters and/or numbers (for example, "MEN98"); this is the name of the directory where the roster and game files are located; if the name you enter does not already exist, STATCREW will prompt in the message box below, "GAMES DIRECTORY DOES NOT EXIST; CREATE IT (Y/N)" - press Y to establish a new games directory.

**# OF PLAYS TO AUTO SAVE** - required; this option defines how often plays are saved to the disk during GAMETIME SCORING; values can range from 01 to 99.

**HOME TEAM ON LEFT OR RIGHT** - this option is used to control the display of stats on the GAMETIME ENTRY screen; default is L.

**CURRENT SEASON** - enter the current season (for example, "2014/2015").

**DISPLAY SPECIALTY STATS** - required; default is Y.

Note: All printing should be done using the Windows Game Reports.

**PRINTER TYPE** - required; this is the name of the printer type (to display a list of printers to choose from, enter all blanks in this field and press ENTER).

**PRINT HEADER** - this field is "free form" and is used at the top of most reports.

**PAGE FEED** - Y or N - enter Y to tell STATCREW to automatically form feed after printing the last page of any report; default is Y.

**LINE SPACING - 6 OR 8 LPI** - this option causes reports to print with a line spaces of either 6 lines per inch or 8 lines per inch; the box score does not use this option (box score line spacing is selected at the time it is printed); default is 6.

To save the options, press Ctrl + ENTER.

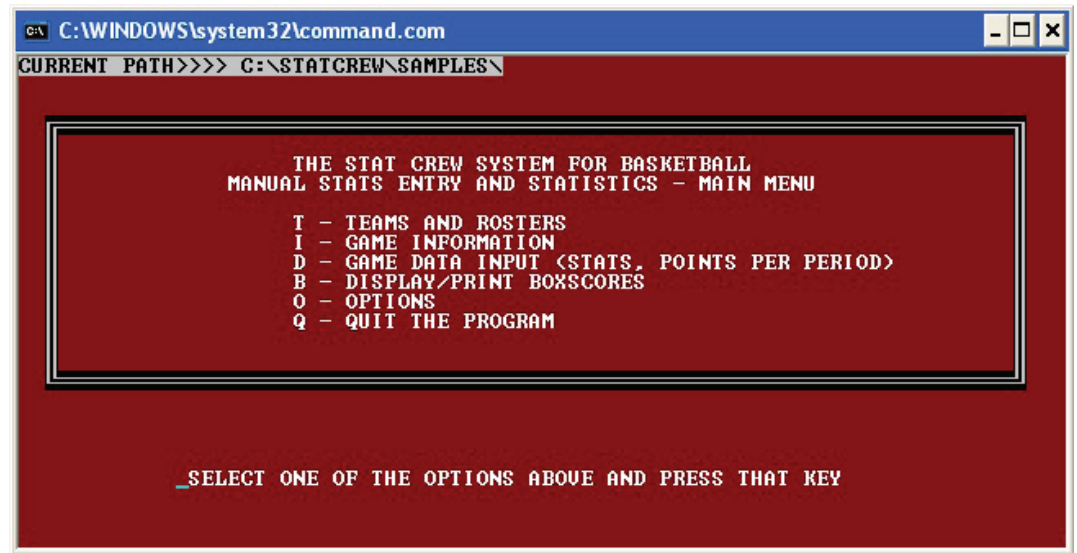
## 5 MANUAL ENTRY AND STATISTICS

### ***Sign-on***

When you select M from the STATCREW Menu, you will enter MANUAL STATS ENTRY AND STATISTICS. The first screen displayed shows the copyright and version information, and asks for an access code. The access code as originally shipped with the software is "123". You can change this code at any time - just type the current code and press F3 instead of ENTER. This will prompt you to enter a new 3-digit code. This is the same access code used by IN-GAME SCORING AND STATISTICS.

### ***Main Menu***

Once past the access code entry, the MAIN MENU will be displayed. This screen is the central point of the MANUAL STATS ENTRY AND STATISTICS. From this screen you can go to various functions such as team rosters maintenance, game setup, displaying of box scores and play-by-plays, program options, and game data input.



### ***Teams and Rosters***

From the MAIN MENU, press T to access TEAMS AND ROSTER MAINTENANCE. Here you can add, edit, and delete teams and corresponding player rosters. The first screen displayed shows a list of teams found in the current games directory. To access one of these teams, move the highlight (using the up and down arrow keys) to the one you want to select and press ENTER. To set up a new team, press N. This will take you to the EDIT TEAM INFORMATION screen. This function is also accessible from the Stat Crew Control Panel.

**Edit team information**

At the EDIT TEAM INFORMATION screen, you can enter information such as team code, team name, home court/arena, conference, and head coach; as well as enter/change player names and numbers. This function is also accessible from the Stat Crew Control Panel.

```

C:\WINDOWS\system32\command.com
EDIT TEAM INFORMATION:

TEAM CODE: CC
TEAM NAME: City College
HOME COURT/ARENA: City College Fi
CONFERENCE: independent
HEAD COACH: Fred Jones

TEAM CODE <1-8 CHARACTERS>

ACTIVE ROSTER
02 Martin, Harry      11 Smith, Kelly      13 Kowalski, Pete
24 Andersen, Art      20 Merser, Larry      30 Zander, Dave
34 Hanson, Fred        42 Washington, Derrick 44 Gerry, Kevin
52 Carswell, Lamont    54 Makali, Jeff       40 Foster, Ted

KEY IN TEAM INFORMATION AND PRESS CTRL+ENTER TO SAVE THESE VALUES; or
PRESS F4 FOR ROSTER CHANGES; or PRESS F10 FOR ANOTHER TEAM; or PRESS ESC TO EXIT

```

To enter team information, key in each field as prompted on the screen. Use the up and down arrow keys or the ENTER key to move to each field. The team code and team name fields are required, but the remaining fields are optional. The team code must be 1 to 8 characters in length. This field is used throughout the software as an identifier for this team. The team name can be up to 30 characters long, and is used in all output (printed and displayed) for this team. To save team information, press the Ctrl + ENTER keys.

To add players to the roster or to change existing player information, press F4 instead of Ctrl + ENTER. This will take you to the ROSTER CHANGES screen.

*You must add a team before entering players to its roster.*

NOTE: If you are making changes to team information or you are adding a new team, and then want to access the roster, you first must complete the team information changes/addition and press Ctrl + ENTER to save the team information. Then select your team again, press ENTER to go to the EDIT TEAM INFORMATION screen, and then press F4 to go to the ROSTER CHANGES screen. That is, you must establish a team before adding players to the roster.

**Edit player information**

At the ROSTER CHANGES - SELECT A PLAYER screen, move the highlight (using the up and down arrow keys) to the player you wish to edit and press ENTER. Or to add a new player to the roster for this team, move the highlight to a blank field and press ENTER. This will take you to the EDIT PLAYER INFORMATION screen.

```

C:\WINDOWS\system32\command.com
EDIT PLAYER INFORMATION:          CC          City College

JERSEY NUMBER: 04
NAME: Hanson, Fred
ACTIVE (Y/N): Y
POSITION: c
YEAR: fr
MISCELLANEOUS: Charleston, WU <Walters High>

JERSEY NUMBER <for example, can be "0 ", "00", "1 ", etc.>

ENTER PLAYER INFO & PRESS CTRL+ENTER TO SAVE or PRESS F9 TO DELETE THIS PLAYER
or PRESS F10 TO SELECT ANOTHER PLAYER or PRESS ESC TO RETURN TO THE MAIN MENU
  
```

Valid keys used at this screen are:

**ENTER** - accept current field and move to the next

**F9** - delete (remove) this player from the roster

**F10** - return to the player selection screen without saving changes

**Esc** - return to the MAIN MENU without saving changes

**Ctrl + ENTER** - save player information to disk and return to the player selection screen.

Player information consists of the following fields:

**JERSEY NUMBER** - required; must be a one or 2 digit number such as "0", "00", "1", etc.; this field is used during gametime scoring

**NAME** - required; maximum 20 characters in length; first and last names are NOT separate fields

**ACTIVE (Y/N)** - defines if a player will appear on the current roster; default is "Y" for the first 25 players; if there are more than 25 active players, each additional player will be marked as "N"

**POSITION, YEAR, MISCELLANEOUS** - optional information about the player

## Select a Game / Input Game Information

From the MAIN MENU, press I to go to the games setup function, GAME INFORMATION. The SELECT A GAME screen appears, showing a listing of games. Select the game you wish to work with (using the up and down arrow keys) and press ENTER. Or to set up a new game, press N. This will take you to the INITIAL GAME DATA SETUP screen.

```

C:\WINDOWS\system32\command.com
INITIAL GAME DATA SETUP:          GAME ID- GAME-01
CURRENT PERIOD-- 3 <1st OT >    TIME REMAINING-- 00:00
GAME DATE: 12/29/89
GAME TIME: 1:00 PM EST
SITE OF THE GAME: State College Arena
SITE CODE <H/N/A>: H
LEAGUE GAME <Y/N>: N
SCHEDULE NOTE:
QUARTERS/HALVES: H
# MINS PER PERIOD: 20
# MINS IN OVERTIME: 05
VISITING TEAM CODE: CC           City College
HOME TEAM CODE: SC             State College
VISITORS RECORD:
HOME TEAM RECORD:
OFFICIALS: Herman Jacobs, Greg Walters, Joe Hall
ATTENDANCE: 5501
BOX SCORE COMMENTS <4 LINES>:
This is the 100th game played at State College Arena.

>>PRESS F10 TO SELECT ANOTHER GAME; or PRESS ESC TO RETURN TO THE MAIN MENU<<
PRESS CTRL+ENTER TO SAVE INFO; PRESS F2 FOR STARTERS; PRESS F9 TO DELETE GAME
  
```

It is at this screen where you enter game information and select the teams.

Valid keys used at this screen are:

**ENTER** - accept the value in the current field and move to the next down arrow - accept the value in the current field and move to the next up arrow - accept the value in the current field move to the previous one

**F2** - select starters

**F8** - automatically replace a team's roster in this game and with players from the master roster file; press H for home team, V for visiting team, or B for both

**F9** - delete (remove) this game from the data base

**F10** - select another game

**Esc** - return to the MAIN MENU

**Ctrl + ENTER** - save game information to disk and return to the game selection screen

### Game information consists of the following fields:

**GAME DATE** - required; valid characters are a-z, 0-9, and /

**GAME TIME** - optional; valid characters are a-z, 0-9, and /

**SITE OF THE GAME** - optional; this appears on the box score

**SITE CODE (H/N/A)** - required; can be H, A, or N; default is H

**LEAGUE GAME (Y/N)** - required; can be Y or N; default is N

**SCHEDULE NOTE** - optional; any character; used by the schedule report to designate special games

**QUARTERS/HALVES** - required; can be H or Q; default is H

**# MINS PER PERIOD** - required; must be 01 through 99; default is 20

**# MINS IN OVERTIME** - required; must be 01 through 99; default is 05

**VISITING TEAM CODE** - required; uppercase only; must be a valid team code found on the teams data base; to view a list and select a team, leave this field blank and press ENTER; then select a team (using up and down arrow keys) and press ENTER

**HOME TEAM CODE** - required; uppercase only; must be a valid team code found on the teams data base; to view a list and select a team, leave this field blank and press ENTER; then select a team (using the up and down arrow keys) and press ENTER

**VISITORS RECORD** - optional; up to 16 characters; this field is "free form" and can contain any value such as "(18-9, 7-3)" for a team's overall and conference records; this will appear on the box score next to the team name; or, enter the word "forfeit" (in lower case) to indicate the team forfeited the game.

**HOME TEAM RECORD** - optional; up to 16 characters; this field is "free form" and can contain any value such as "(18-9, 7-3)" for a team's overall and conference records; this will appear on the box score next to the team name; or, enter the word "forfeit" (in lower case) to indicate the team forfeited the game.

**OFFICIALS** - optional; up to 58 characters; appears on the box score

**ATTENDANCE** - optional; up to 6 digit numeric value only (for example, "12,345" or 12345")

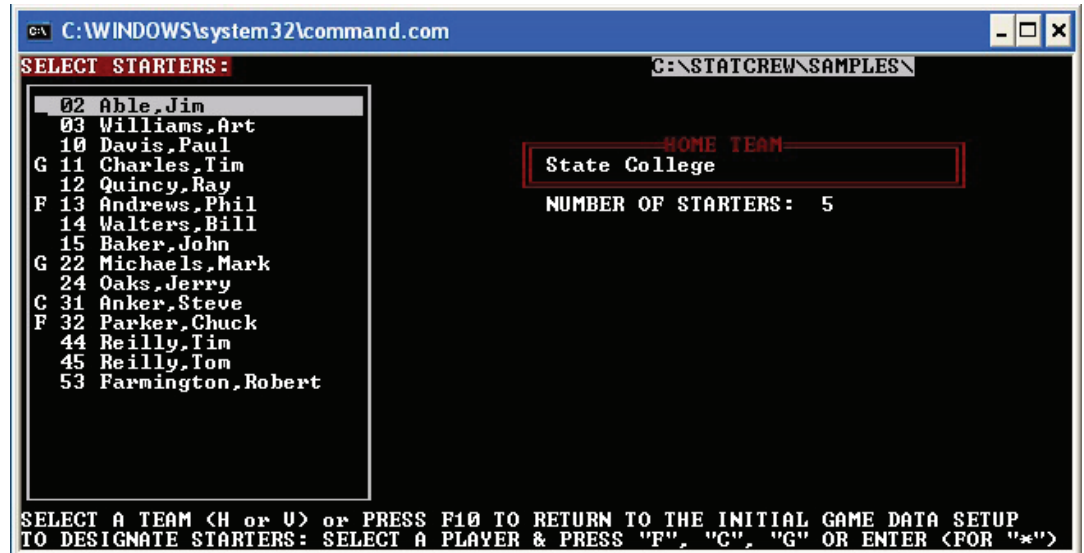
**BOX SCORE COMMENTS** - optional; 4 lines each with up to 78 characters "free form"; appears on the bottom of the box score

To save game information, press Ctrl + ENTER.

To set starters, press F2 from the INITIAL GAME DATA SETUP screen. Note that this can only be done once the game has been added to the data base; for a new game, press Ctrl + ENTER, then re-select the game.

## Select starters

To set starters for a new game, save the game first, then press F2 to select starters.



To select starters:

1. Select a team - press H or V.
  2. Select a player - move the highlight to the player (using the up and down arrow keys)
  3. "Mark" the player as a starter - press F (forward), C (center), or G (guard).
- Or you can mark a player with an asterisk (\*) by pressing either \* or ENTER.  
The code that you choose will appear on the box score next to each starter.

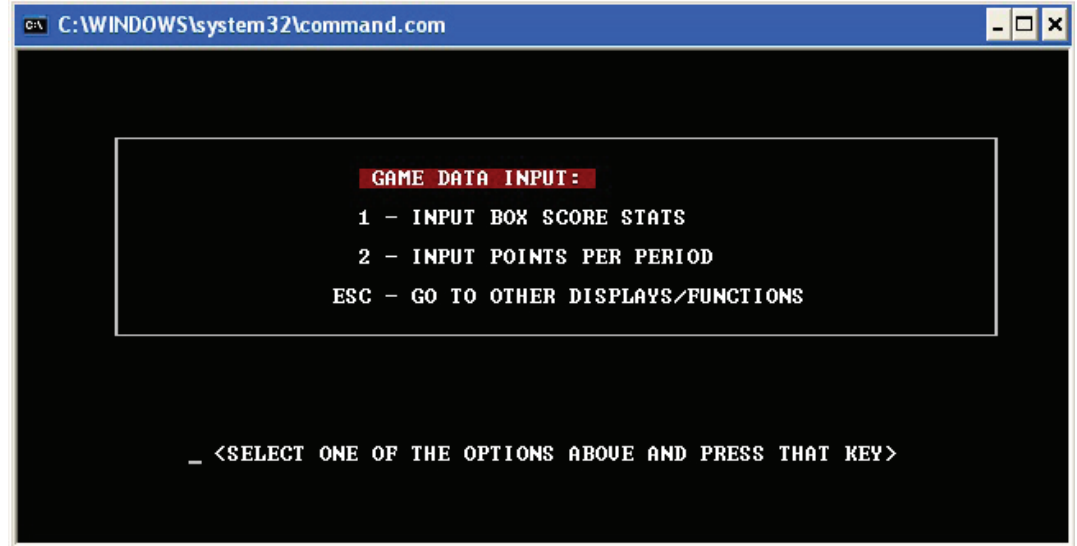
To return to the INITIAL GAME DATA SETUP screen, press F10.

Once you have completed the game initial game setup and have selected starters, press F10 to return to the SELECT A GAME screen, or press Esc to return to the MAIN MENU. Note that the MAIN MENU now shows the "game selected" at the top of the screen. This line must show a game selected before you can access these functions: GAMETIME SCORING, DISPLAY/PRINT BOX SCORES, and DISPLAY/PRINT PLAY-BY-PLAYS.



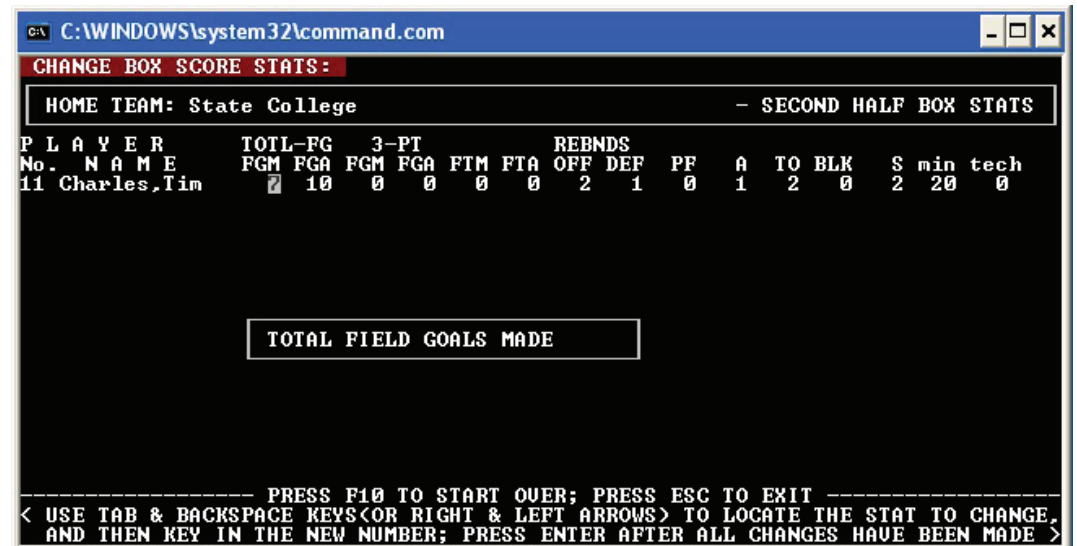
## Game Data Input (Stats, Points Per Period)

From the MAIN MENU, press D to go to the GAME DATA INPUT screen. Stats entry consists of two parts. INPUT BOX SCORE STATS and INPUT POINTS PER PERIOD.



### Input box score stats

From the GAME DATA INPUT screen, press 1 to go to the function to input the box score stats. From this function, you can enter and change player and team statistics for each team, for any period of the game.



Valid keys used at this screen are:

**1-9** - period number selected

**H** - select the home team

**V** - select the visiting team

**M** - input team rebounds

**B** - input deadball rebounds

**T** - input team turnovers

**F** - input team fouls; input team/bench technical fouls

**0-9** - 1) player numbers; 2) statistics

**Tab, Backspace, left and right arrow keys** - use these keys to move from one category to another.

**ENTER** - press ENTER to save statistics entered

**F10** - start over

**Esc** - return to the MAIN MENU



**Points to keep in mind:**

When entering totals for the entire game, use period 1 or period 2.

After you have entered game totals in a period, use the S option to enter "total shots" for each period (FGM, FGA, 3FGM, FTM, FTA).

Always enter the game stats prior to entering the points per period. After you have entered game stats, points will show in the period(s) where statistics were entered. Simply adjust these numbers to the correct values (refer to "Input points per period" below).

If you are making changes to stats for a game that was scored "in-game", the changes made here will appear in the box score, but will not be reflected in the play-by-play.

To enter statistics for a player or a team stat category:

1. Select a period (1-9)
2. Press H or V to select the team
3. Type the jersey number of the player (for a single digit number, type the number and press ENTER); or press M (team rebound), B (deadball rebound), T (team turnover), or F (team technical foul)
4. The player's name or the team stat category will appear along with a line of stats; make changes where needed, using the Tab, Backspace, left arrow, and right arrow keys to move from field to field.
5. Press enter when completed with that line.

To select another player or team category, just enter the number of the code.

To select another team or period, press F10.

To enter total shots per period:

1. Select a period (1-9)
2. Press H or V to select the team
3. Press S (shots)
4. Enter the number of shots per category, using the Tab, Backspace, left arrow, and right arrow keys to move from field to field.
5. Press ENTER when completed.

Press Esc to return to the GAME DATA INPUT screen.

**Input points per period** From the GAME DATA INPUT screen, press 2 to go to the function to enter the points per period.

NOTE: Always enter the game stats prior to entering the points per period. After you have entered game stats, points will show in the period(s) where the stats were entered. Simply adjust numbers to the correct values.

```

C:\WINDOWS\system32\command.com

INPUT POINTS PER PERIOD:

SCORE BY PERIODS:      1st  2nd  OT1  OT2  OT3  OT4  TOTAL
City College          27   52   13    0    0    0    92
State College         45   34   16    0    0    0    95

PERIOD...<1-9>.....
POINTS...<City College  >.....
POINTS...<State College >.....

< KEY IN THE PERIOD AND PRESS THE ENTER KEY >

```

Valid keys used at this screen are listed below:

**1-9** - period number selected

**0-9** - total number of points for the period selected

**ENTER** - accept the value entered and move to the next field; or use the current value and move to the next field if nothing is entered

**F10** - start over

**Esc** - return to the GAME DATA INPUT screen

**Esc** - return to the MAIN MENU

**Display/Print Boxscores** From the MAIN MENU, press B to go to the box score function. You can access box scores only if a game has been selected. It is at this screen that box score statistics can be displayed for each team, for any period and for game totals. To print it, open the Windows Game Reports menu. Select Reports | NCAA Box and print the box score. Refer to Chapter 6.

```

C:\WINDOWS\system32\command.com

HOME TEAM: State College      -----GAME TOTALS-----      00:00 left in period 3
No.   NAME                   TOT-FG  3-PT  FG-FGA  FT-FTA  REBOUNDS  PF  TP  A  TO  BLK  S  MIN
13 Andrews, Phil             f  2-8    0-0    0-1     2-4     6  3  4  4  2  0  23
32 Parker, Chuck            f  4-8    0-1    3-5     0-3     3  2  11  6  5  0  38
31 Anker, Steve              c  3-5    0-0    2-2     1-3     4  4  8  2  0  0  18
11 Charles, Tim              g  13-19   0-0    0-0     2-1     3  1  26  4  2  0  38
22 Michaels, Mark           g  3-10    0-2    9-12    0-4     4  2  15  4  6  0  42
02 Able, Jim                 0-0    0-0    0-0     0-0     0  0  0  0  0  0  0
03 Williams, Art             0-0    0-0    0-0     0-0     0  0  0  0  0  0  0
10 Davis, Paul               3-3    1-1    3-4     0-0     0  0  10  0  1  0  5
12 Quincy, Ray               6-12    1-1    0-0     3-4     7  2  13  4  2  0  30
14 Walters, Bill             0-0    0-0    0-0     0-0     0  0  0  1  0  0  1
15 Baker, John               0-1    0-0    0-0     1-4     5  0  0  1  0  0  6
24 Oaks, Jerry               0-1    0-0    0-0     0-0     0  0  0  0  0  0  1
44 Reilly, Tim               1-6    0-0    6-6     3-4     7  1  8  1  0  1  23
45 Reilly, Tom               0-0    0-0    0-0     0-0     0  0  0  0  0  0  0
53 Farmington, Robert        0-0    0-0    0-0     0-0     0  0  0  0  0  0  0
TEAM .....                  35-73    2-5    23-30    12  31  43  15  95  27  18  1  12  225
TOTALS .....                  35-73    2-5    23-30    12  31  43  15  95  27  18  1  12  225
TOT-FG 1stH: 20-40 50.0%  2ndH: 11-25 44.0%  OT: 4-8 50.0%  Game: 47.9%  Deadbl
3pt-FG 1stH: 1-3 33.3%   2ndH: 0-0 00.0%  OT: 1-2 50.0%  Game: 40.0%  Rebs
FTthrow 1stH: 4-4 100.%  2ndH: 12-16 75.0%  OT: 7-10 70.0%  Game: 76.7%  2

PRESS F5 TO PRINT or PRESS ESC FOR THE MAIN MENU <PRESS ALT+H FOR MORE OPTIONS>

```

Valid keys used at this screen consist of the following:

**H** - select the home team  
**V** - select the visiting team  
**T** - display game totals  
**F** - display first half only  
**N** - list the players in numeric (jersey number) order  
**1-9** - display stats for the selected period  
**F7** - select "specialty stats" (to print at the bottom of the box score)  
**F8** - select 8 lines per inch for the printout (default is 6 LPI)  
**Alt + F6** - create a boxscore HTML file on the REPORT sub-directory  
**F10** - press this to start over when creating a text file or HTML file  
**Alt + H** - display the help screen  
**Esc** - return to the MAIN MENU

Upon entering the box score screen, the game totals for the home team will be displayed, with the starters at the top. To view the visiting team's stats, press V. To view stats for a specific period, press that period number. Press F for halftime only stats. To display in numeric (jersey number) order, press N.

### Printing/creating an output file

You can print the box score as well as create a text or HTML file.

- To view the box score, press Esc and then B. This can only be done with the clock stopped.
- To print, open the Windows Game Reports menu. Select Reports | NCAA Box and print the box score.
- To create an HTML file, open the Windows Game Reports menu. Select HTML | Generate. To view the HTML file, select HTML | View HTML.
- To create a text file, open the Windows Game Reports menu and select Display | 'Style' report options. Disable the "new-style" reports. Then select Reports | NCAA Box. Then choose the copy menu option and select "copy to file."

### Warning messages:

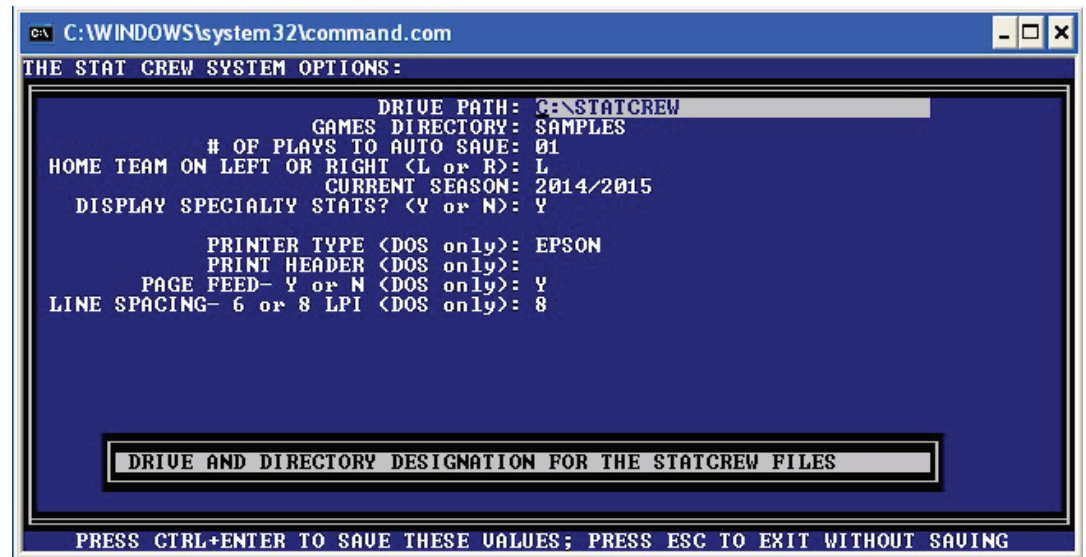
The box score display screen will display "warning" messages for three different situations:

1. The minutes field will be highlighted for any player who has stats and no playing time. This is intended to alert you to the fact that this player either appeared in the game (but was never inserted in to the lineup), or that the stat(s) for this player actually belong to someone else.
2. The message "REBOUNDS(##) DO NOT EQUAL MISSED SHOTS(##)" will appear on the second-to-last line on the screen when total rebounds for the selected period do not equal total missed shots.
3. A message similar to "HOME MISSED SHOTS(##) DO NOT = HOME OFF REBS + VISITOR DEF REBS(##)" will appear near the bottom of the screen when the total number of missed shots by one team does not equal the sum of their offensive rebounds. This situation is not the same as point #2 above. This simply means that somewhere in the play-by-play there is a missed shot by team A followed by an offensive rebound for team B, or there is a missed shot by team A followed by a defensive rebound for team A.

These "warnings" will not affect the display or output of stats; they are simply intended to help you "balance" your stats. Press Esc to return to the MAIN MENU.

## Options

From the MAIN MENU, press O to go to the STATCREW Options screen. These options consist of several items that are used throughout the software to control various functions such as printing from DOS-only, as well as to define the current working directories.



*Note: All printing should be done using the Windows Game Reports.*

Valid keys used at this screen are:

**ENTER** - accept current field and move to the next

**up & down arrow keys** - accept current field and move to one below or above

**F10** - display original values and start over

**Esc** - return to the MAIN MENU without saving changes

**Ctrl + ENTER** - save options to disk and return to the MAIN MENU

### OPTIONS consist of the following fields:

**DRIVE PATH** - required; must be a valid drive and directory; the default value is "C:\STATCREW", which is the location and name of the STATCREW programs directory.

**GAMES DIRECTORY** - required; maximum 8 characters in length; must be letters and/or numbers (for example, "MEN98"); this is the name of the directory where the roster and game files are located; if the name you enter does not already exist, STATCREW will prompt in the message box below, "GAMES DIRECTORY DOES NOT EXIST; CREATE IT (Y/N)" - press Y to establish a new games directory.

**# OF PLAYS TO AUTO SAVE** - required; this option defines how often plays are saved to the disk during GAMETIME SCORING; values can range from 01 to 99.

**HOME TEAM ON LEFT OR RIGHT** - this option is used to control the display of stats on the GAMETIME ENTRY screen; default is L.

**CURRENT SEASON** - enter the current season (for example, "2014/2015").

**DISPLAY SPECIALTY STATS** - required; default is Y.

Note: All printing should be done using the Windows Game Reports.

**PRINTER TYPE** - required; this is the name of the printer type (to display a list of printers to choose from, enter all blanks in this field and press ENTER).

**PRINT HEADER** - this field is "free form" and is used at the top of most reports.

**PAGE FEED** - Y or N - enter Y to tell STATCREW to automatically form feed after printing the last page of any report; default is Y.

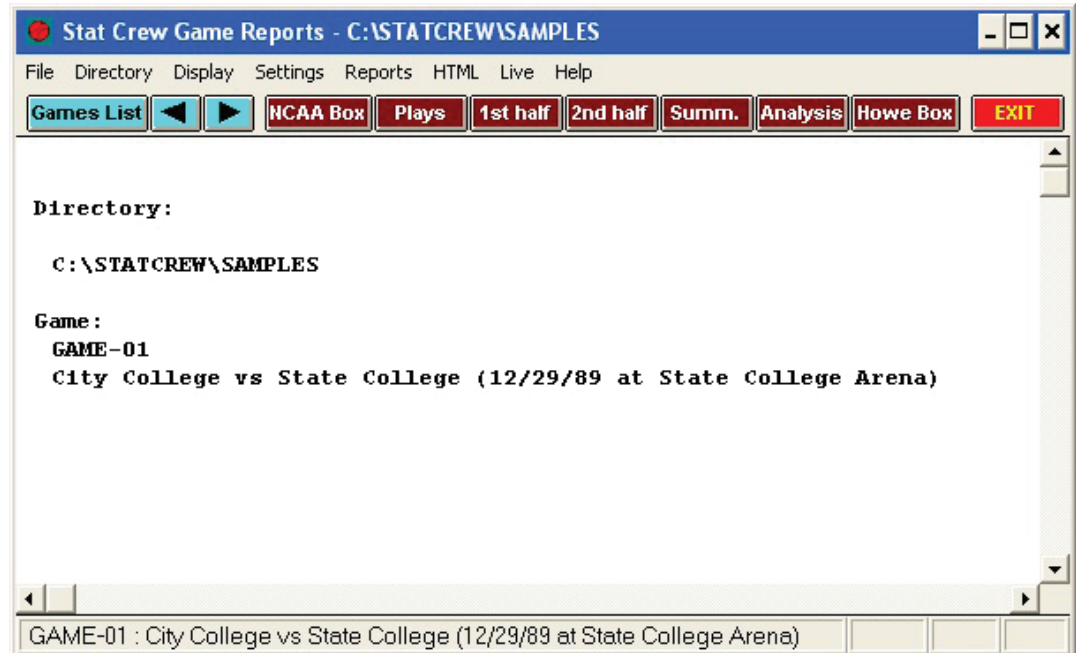
**LINE SPACING - 6 OR 8 LPI** - this option causes reports to print with a line spaces of either 6 lines per inch or 8 lines per inch; the box score does not use this option (box score line spacing is selected at the time it is printed); default is 6.

To save the options, press Ctrl + ENTER.

## 6 GAME REPORTS

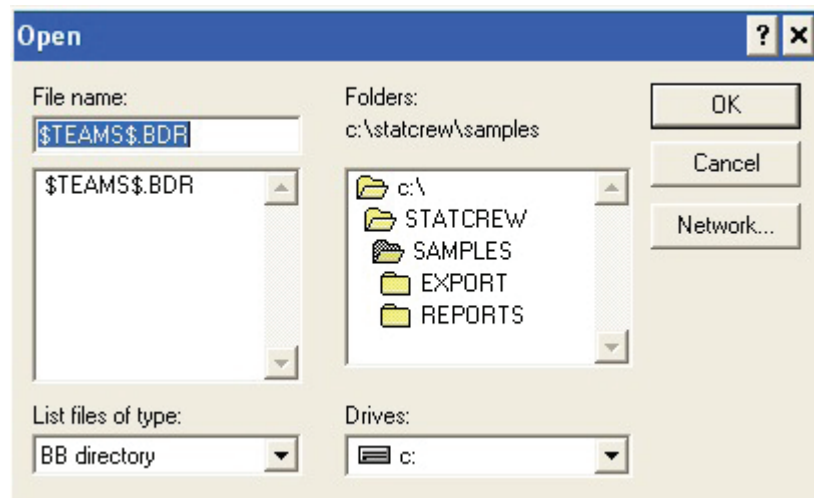
The Game Reports screen can be accessed by clicking on Game Reports from the Control Panel. From this new screen, you can select a variety of game reports to view and print. This is also the screen that should be running on your laptop while you're doing in-game scoring, so that you can easily access current box scores during games and print them during timeouts, etc. This chapter explains all of the aspects of the Game Reports screen.

### Main Menu Options



Under the "File" option, you'll have the following choices:

**Open Directory** - lets you choose what directory you want to open such as "MEN0708" or "2008".



**Print** - allows you to print the current screen

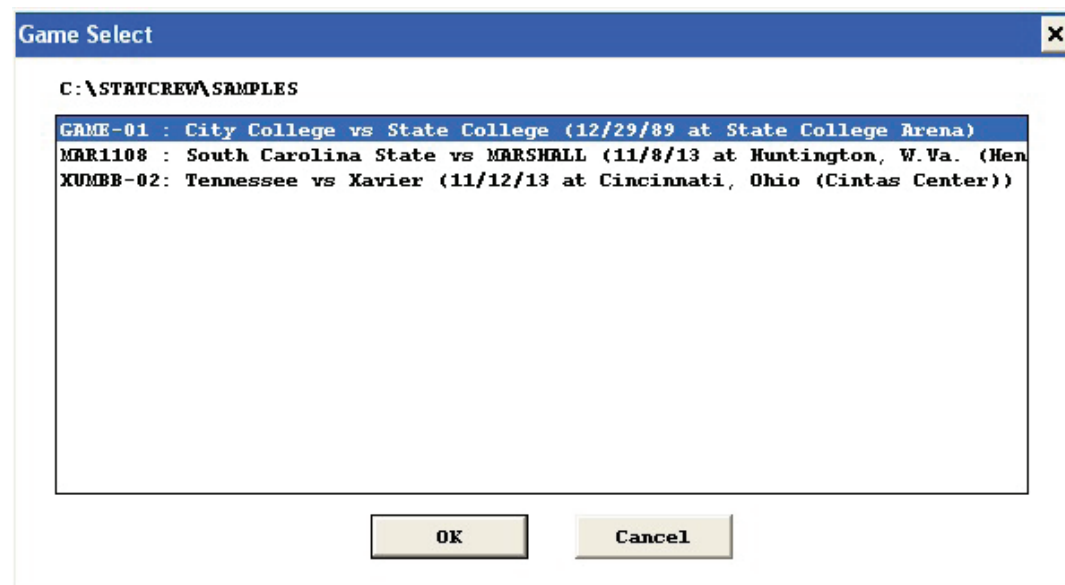
**Printer setup** - allows you to select your printer, to choose between the landscape and portrait orientations, the size of your paper and its source

**Season reports, Utilities, Career/Historical** - allows you to open these other screen in new windows without having to select them from the Control Panel

**Exit** - allows you exit the screen.

The "Directory" menu option opens the directory window so that you can directly point to the directory you want to open. This key does the same thing that "Open Directory" option under "File" does (see screen above).

**Under the "Display" menu option, you have the following choices:**



**Games list** - brings up a window with the list of games from the directory you have selected. From this screen, you can click on a game to highlight and select.

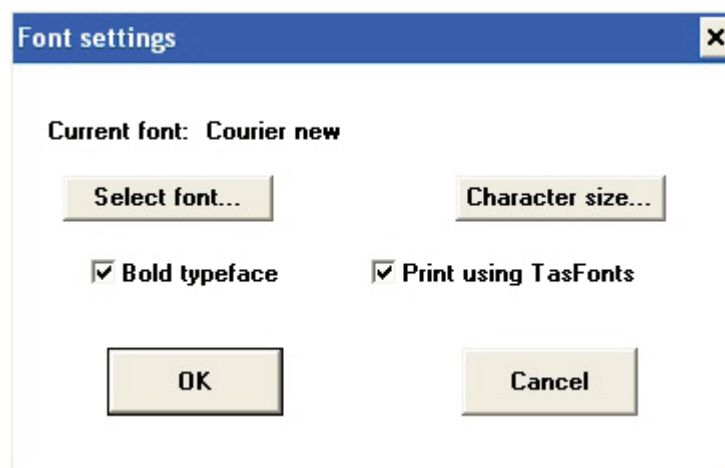
**Next game** - lets you immediately move on to the next game in that directory, without having to open up the games list again.

**Previous game** - lets you immediately move on the previous game in that directory, without having to open up the game list again.

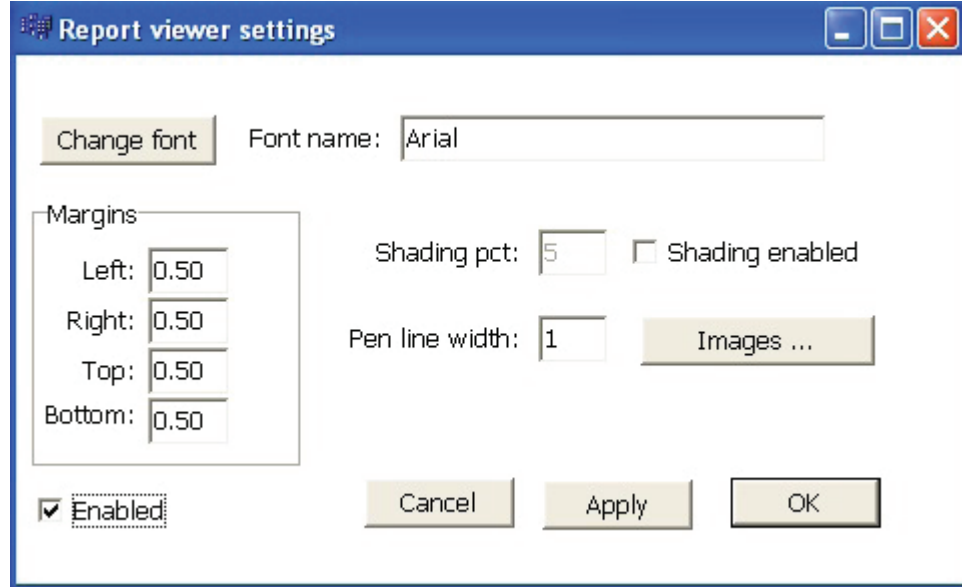
**All selected** - selects all of the games in your directory. A new small window will open and allow you to select which reports you'd like to open for all of the games (i.e., NCAA Box, Play-by-Play, etc.). After you've checked which reports you want to open for all of the games, another small window will ask you "Combine these into a single report?" If you select "yes", all of the reports will open in one window as one document. If you select "no", all of the individual reports for each game will open in it's own window, flashing open all over your desktop, but it will allow you to print each report separately.

**Close all** - closes all the reports opened that you selected in the "all selected" option.

**Font settings** - opens a window that allows you to make selections about the font and font size on your reports. This is also where you can select to "Print using TasFonts" by checking the box.



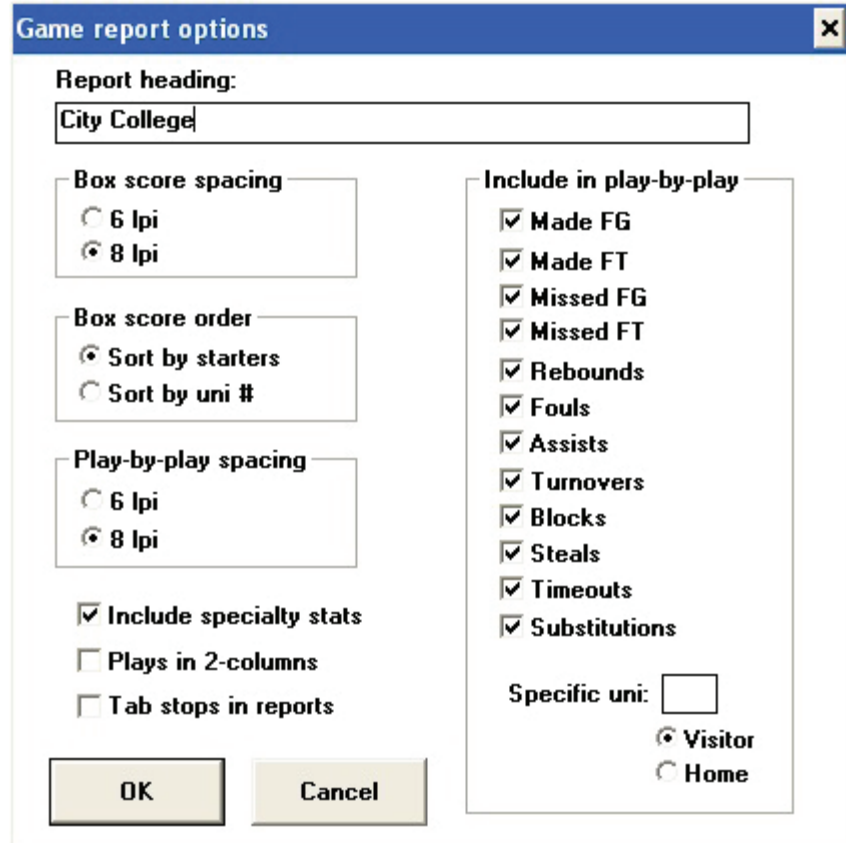
**'Style' report options** - opens a window and lets you make choices about the way the reports appear when you print them. You can vary your reports by changing the font, the margins, the pen line width, and the shading. Click "Apply" to apply the changes to your reports and make sure that the box next to "Enabled" is checked.



The "Report viewer settings" dialog box has a blue title bar with standard window controls. It contains a "Change font" button and a "Font name:" text field with "Arial" entered. Below this is a "Margins" section with four input fields: "Left: 0.50", "Right: 0.50", "Top: 0.50", and "Bottom: 0.50". To the right of the margins are "Shading pct: 5" and a "Shading enabled" checkbox (unchecked). Below these is "Pen line width: 1" and an "Images ..." button. At the bottom left is a checked "Enabled" checkbox. At the bottom right are "Cancel", "Apply", and "OK" buttons.

**Under "Settings", users have two options: Report Options and Auto-display.**

**Report options** - opens a window that allows you to make more choices about how you want your reports to be displayed and to print. You can select what you want included in the play-by-play, what you'd like printed across the top as a heading, how you want the report spaced, etc.



The "Game report options" dialog box has a blue title bar with a close button. It features a "Report heading:" text field with "City College" entered. Below this are three sections: "Box score spacing" with radio buttons for "6 lpi" and "8 lpi" (selected); "Box score order" with radio buttons for "Sort by starters" (selected) and "Sort by uni #"; and "Play-by-play spacing" with radio buttons for "6 lpi" and "8 lpi" (selected). To the right is a large list of checkboxes for "Include in play-by-play" statistics, all of which are checked: "Made FG", "Made FT", "Missed FG", "Missed FT", "Rebounds", "Fouls", "Assists", "Turnovers", "Blocks", "Steals", "Timeouts", and "Substitutions". Below this list is a "Specific uni:" text field and two radio buttons: "Visitor" (selected) and "Home". At the bottom are "OK" and "Cancel" buttons.

**Auto display** - opens a window and allows you choose which reports to automatically display.



**Under the “Reports” menu option, you have choices regarding reports to view and print.**

The first reports that you can choose from include: NCAA Box, Play-by-Play, 1st half box, 2nd half box, Box thru 2nd half, Overtime Box Score, and Newspaper Box Score.

The second set of reports that you can select are more specialty reports:

**Play-by-play analysis** - includes comparison between the two teams in the categories of points off turnover, points in the paint, etc.

**Substitutions** - gives a listing of which player subbed in when and what the score was and the margin of lead was at the time of the substitution. You can also select if you want to include the entire game or one half in this report.

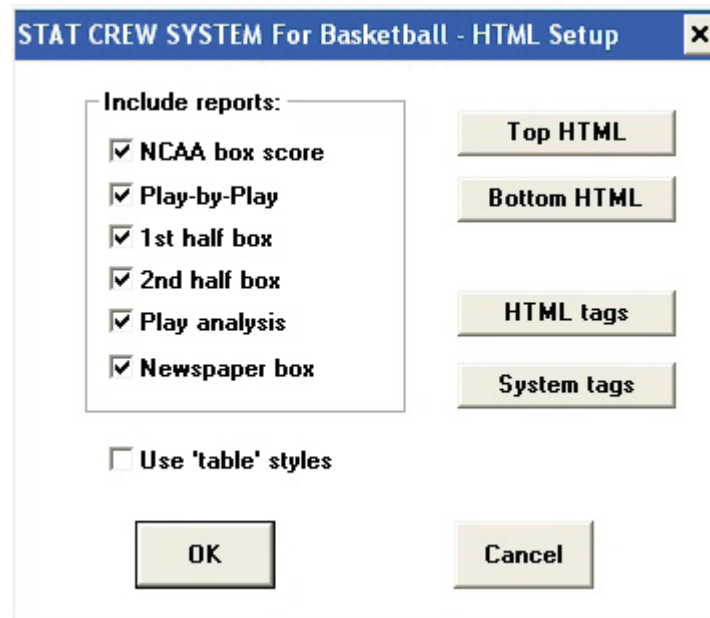
**BXP file** - creates the BXP file for sending to the conference office after the game

**XML Output** - opens a window for you type in each team’s NCAA code for reporting the statistics to the NCAA

**XML all games** - by clicking on this option, STATCREW puts the XML output for all of the games in the directory into a separate folder.

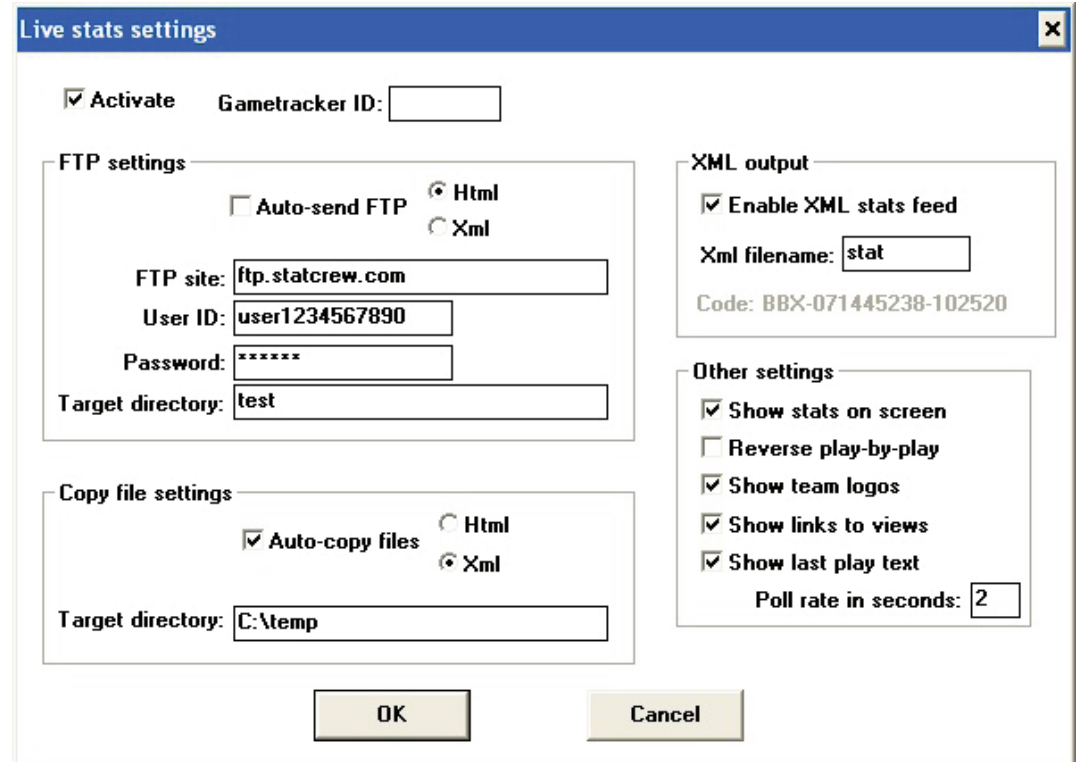
**Game viewer** - brings up a window showing what the game viewers are displaying at that time. This is useful during a game, to make sure that the data displayed on the game viewers is showing up correctly.

**Under the “HTML” menu option, you have several options regarding your webpage setup.**





The “Live” menu option also gives you several tools to send stats to your website, if you have the license to the TasFTP program.



**Live stats settings**

☒ Activate    Gametracker ID:

**FTP settings**

☐ Auto-send FTP    ☒ Html  
☐ Xml

FTP site:   
User ID:   
Password:   
Target directory:

**Copy file settings**

☒ Auto-copy files    ☐ Html  
☒ Xml

Target directory:

**XML output**

☒ Enable XML stats feed  
Xml filename:   
Code: BBX-071445238-102520

**Other settings**

☒ Show stats on screen  
☐ Reverse play-by-play  
☒ Show team logos  
☒ Show links to views  
☒ Show last play text  
Poll rate in seconds:

OK    Cancel

Under the “Help” menu option, you can click “About”, which will bring up a screen that tell you the version of the software that you are running and the serial number for your product.



**STAT CREW Basketball For Windows**

 THE STAT CREW SYSTEM For Basketball®  
Version 4.15.04 Nov 21 2013  
Copyright 2007 Stat Crew Software, Inc.  
All rights reserved.

STAT CREW SOFTWARE  
Serial #BB-45238-34584

OK    License...

**Under the menu options, there are several “shortcut” buttons which will allow you to click on them and immediately jump to specific game reports.**

**Games List** - Clicking this button will bring up a window with the list of games in the directory.

**Left and right arrows** - Clicking one of these buttons will allow you to jump to the next game in the list or the previous game in the list of games in the current directory.

**NCAA Box** - official box score for current game.

**Plays** - bring up a window that allows you to choose to view the play-by-play for a half or for the entire game.

**1st half** - first half box score

**2nd half** - second half box score

**Summ.** - newspaper box score

**Analysis** - comparison between the two teams in the categories of points off turnover, points in the paint, fast break and second chance points.

**Howe Box** - the official scorer's report

**Exit** - allows you to immediately exit the game reports window.

Within the actual window, the name of the directory you're in will be shown, as well as the directory's location on your computer. Below the name of the directory, the name of the game you're looking at will shown (the short name as it's saved on your computer) as well as the longer name of the game with the date and the location the game took place.

Please view the example below:

**Directory:**

**Miami University Women's Basketball**

**C:\STATCREW\WOMEN14**

**Game:**

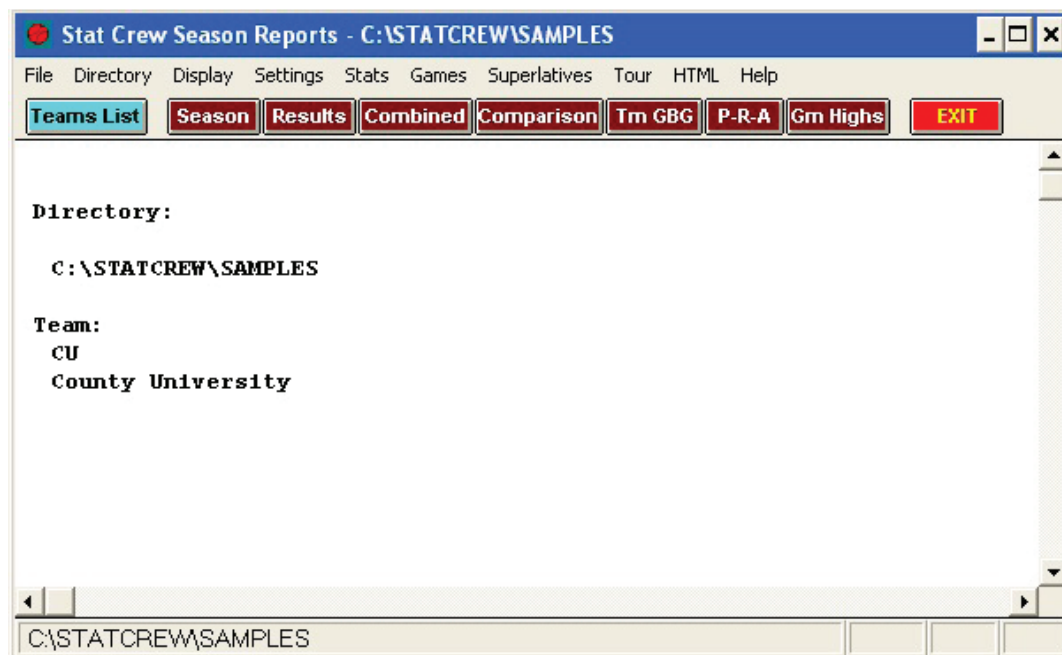
**MU120113**

**Florida State vs. Miami University (12/1/13 at Millet Hall, Oxford, Ohio)**

## 7 SEASON REPORTS

The Season Reports screen can be accessed by clicking on Season Reports from the Control Panel. From this new screen, you can select a variety of season reports to view and print.

### Main Menu Options



#### Under the “File” option, you’ll have the following choices:

**Open Directory** - allows s you to choose a directory to open, such as “MEN1415” or “2014”.

**Print** - allows you to print the current screen.

**Printer setup** - allows you to select your printer, to choose between the landscape and portrait orientations, the size of your paper and its source.

**Game reports, Utilities, Career/Historical** - allows you to open these other screen in new windows without having to select them from the Control Panel.

**Exit** - allows you exit the screen.

The “Directory” menu option opens the directory window, allowing users to point to the directory to open. This behaves in the same manner as “Open Directory” option under “File”.

#### Under the “Display” menu option, you’ll have the following choices:

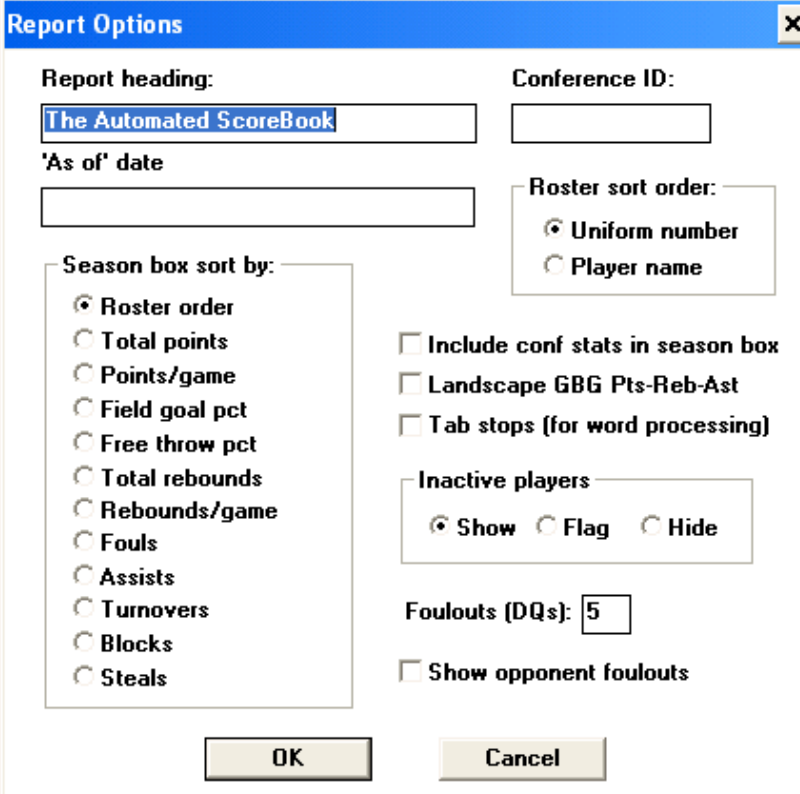
**Teams list** - brings up a window with the list of teams from the directory you have selected. From this screen, you can click on a team to highlight and select.

**All selected** - selects all of the teams in your directory. A new small window will open and allow you to select which reports you’d like to open for all of the games (i.e., Season, Results, Combined, Comparison etc.). After you’ve checked which reports you want to open for the season, another small window will ask you “Combine these into a single report?” If you select “yes”, all of the reports will open in one window as one document. If you select “no”, all of the individual reports for each game will open in it’s own window, flashing open all over your desktop, but it will allow you to print each report separately.

**Close all** - closes all the reports opened that you selected in the “all selected” option.

**Font settings** - opens a window that allows you to make selections about the font and font size on your reports. This is also where you can select to “Print using TasFonts”. Under the “Settings” menu option, you have two more options regarding the reports.

**Report options** - allows you to make more choices about how you want your reports to be displayed and to print. You can select how you want your season box score sorted, what you’d like printed across the top as a heading, how you want the report spaced, etc.



**Report Options**

Report heading:  Conference ID:

'As of' date:

Roster sort order:  
☒ Uniform number  
☐ Player name

Season box sort by:  
☒ Roster order  
☐ Total points  
☐ Points/game  
☐ Field goal pct  
☐ Free throw pct  
☐ Total rebounds  
☐ Rebounds/game  
☐ Fouls  
☐ Assists  
☐ Turnovers  
☐ Blocks  
☐ Steals

☐ Include conf stats in season box  
☐ Landscape GBG Pts-Reb-Ast  
☐ Tab stops (for word processing)

Inactive players:  
☒ Show ☐ Flag ☐ Hide

Foulouts (DQs):   
☐ Show opponent foulouts

OK Cancel

**Include games** - brings up a menu that allows you to select which games you want included in your season reports. You can select to only include home games, only include away games, etc.

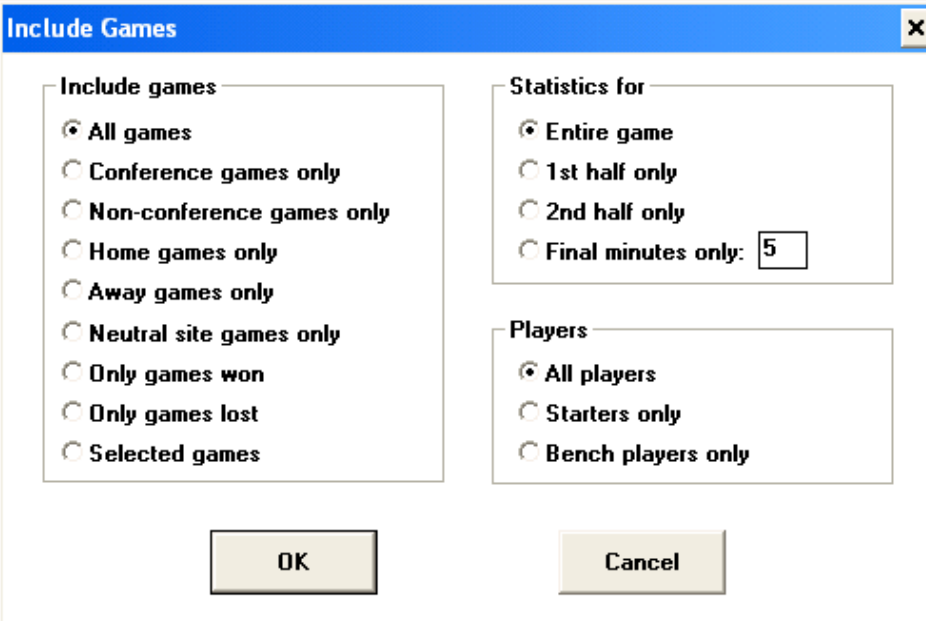
**Schedule notes** - brings up a window where you can type in any schedule notes, such as a “#” sign to designate games played in a particular tournament, an “\*” to designate conference games, etc.

**Team high/low analysis** - brings up a window that allows you to designate how many entries should be included in each category.

**Player game highs** - brings up a window that allows you to designate how many entries should be included in each category.

**NCAA Minimums**- brings up a window that allows you to input the current NCAA minimums for statistics to be included in national statistical rankings.

**Auto display** - brings up a window with the list of season reports and allows you to check which ones you want automatically displayed (if you select auto display at the top of the window).



**Include Games**

Include games:  
☒ All games  
☐ Conference games only  
☐ Non-conference games only  
☐ Home games only  
☐ Away games only  
☐ Neutral site games only  
☐ Only games won  
☐ Only games lost  
☐ Selected games

Statistics for:  
☒ Entire game  
☐ 1st half only  
☐ 2nd half only  
☐ Final minutes only:

Players:  
☒ All players  
☐ Starters only  
☐ Bench players only

OK Cancel

### Under the “Stats” menu option, the list of reports includes:

By clicking on one, you open a new window which allows you to view and/or print the report. The reports in this menu option are: Results/Schedule, Season Box Score, Combined stats, Overall/Conf stats, Season/ Career stats, Extended Season Box, Season Box (pro-rated minutes), Other metrics, Tem Stats, Category Leaders, Roster, Conduct Fouls and Play Analysis.

**NCAA Final Stats form** - brings up the form for submitting final statistics to the NCAA.

**Conduct fouls** - generates report for individual player conduct fouls, team and opponent totals.

**XML** - brings up the same form for submitting final statistics to the NCAA.

**Play Analysis** - after capturing data from Game Reports|File|Capture analysis database

### Under the “Games” menu option, you may choose from a list of reports:

By clicking on one, you open a new window which allows you to view the report and/or print it. The first reports in this menu option are: Team Game-By-Game, Opponent Game-By-Game, and Game By-Game Comparison.

**Individual game-by-game** - brings up a window with your team roster and allows you to select specific players to view game-by-game stats for, or to select all of the players and view game-by-game stats for all of them on one report.

**Points-rebounds-assists-** brings up a window with your team roster and allows you to select specific players to view a specialized points-rebounds-assists report for. This report gives the numbers of points, rebounds, and assists in each game for each individual player.



**Stats discrepancy report** - brings up a report that shows any statistical discrepancies that the software found in any game during the season.

### **Under the “Superlatives” menu option, users have a list of reports:**

By clicking on one, you open a new window which allows you to view and/or print reports. The reports under this menu option including the list below:

#### **Game-by-Game highs, Team/opp game highs, Player game highs, Individual superlatives**

The individual superlatives option brings up a window and allows you to select specific players or all players to show individual superlatives for.

### **The “Tour” menu option gives you a list of reports pertaining specifically to tournaments in which any team in your directory has played.**

The first reports in this menu option are listed below:

**Individual leaders, Team leaders, Team game highs, and Individual game highs**

**Select tournament teams** - displays a window with all of the teams in your directory and allows you to select which teams played in a particular tournament.

**Tournament minimums** - brings up a window that allows you to input statistical minimums for field-goal percentage, 3-point field goal percentage, and free throw percentage.

**Generate tournament Html** - generates the HTML report for the tournament and brings up a window telling you where the report is stored on your computer.

An example would be: C:\STATCREW\MEN2008\HTML

**View tournament Html** - allows you to view the HTML output in a new window.

### **Under the “HTML” menu option, you have a list of options regarding the HTML output for the season reports.**

**Setup** - allows you to select which reports you want displayed

**Generate** - creates the HTML output according to the setup window

**Copy to disk** - brings up a list of HTML files for you to choose from to copy to disk or USB drive

**View Html** - allows you to view the HTML output in a new window that opens

### **Under the menu options, there are nine “shortcut” buttons that allow you to click and immediately jump to specific season reports for the team selected from your directory. They are listed below:**

**Teams list** - opens a window to choose which team in your directory to view season statistics

**Season** - opens the season box score

**Results** - open the season results

**Combined** - opens the season combined statistics

**Comparison** - opens the season comparison statistics

**Team GBG** - opens the season team game-by-game statistics

**P-R-A** - allows you to select which players to display in the point-rebounds-assists report

**Game highs** - open the game highs report

**Exit** - allows you to immediately exit the season reports window

Within the actual window, the name of the directory you're in will be shown, as well as the directory's location on your computer. Below the name of the directory, the name of the game you're looking at will shown (the short name as it's saved on your computer) as well as the longer name of the team. Example is as follows:

**Directory:**

**Miami University Women's Basketball**

**C:\STATCREW\WOMEN18**

**TEAM:**

**MIAMI:**

**Miami University**

## 8 CAREER/HISTORICAL REPORTS

### Main Menu Options

The Career/Historical Reports screen can be accessed by clicking on Career Reports from the Control Panel. From this new screen, you can select a variety of season reports to view and print.



**Under the “File” menu, you’ll have the following options:**

**Open Directory** - lets you choose what directory to open, such as “MEN1314” or “2008”.

**Backup career directory** - opens a window for you to input the name of the drivepath where you want to save it.

**Restore career directory** - opens a window for you to input the name of drivepath from where you want to restore files.

**Print** - allows you to print the current report.

**Printer setup** - allows you to select your printer, to choose between the landscape and portrait orientations, size of your paper and its source.

**Game reports, Season reports, and Utilities** - allow you to open other screens in new windows without having to select them from the Control Panel.

**Exit** - allows you exit the screen

The “**Directory**” menu option opens the directory window so that you can directly point to the directory you want to open. This key does the same thing that “Open Directory” option under “File” does.

**Under the “Display” menu option, you’ll have the following choices:**

**All selected** - selects all of the seasons in your directory.

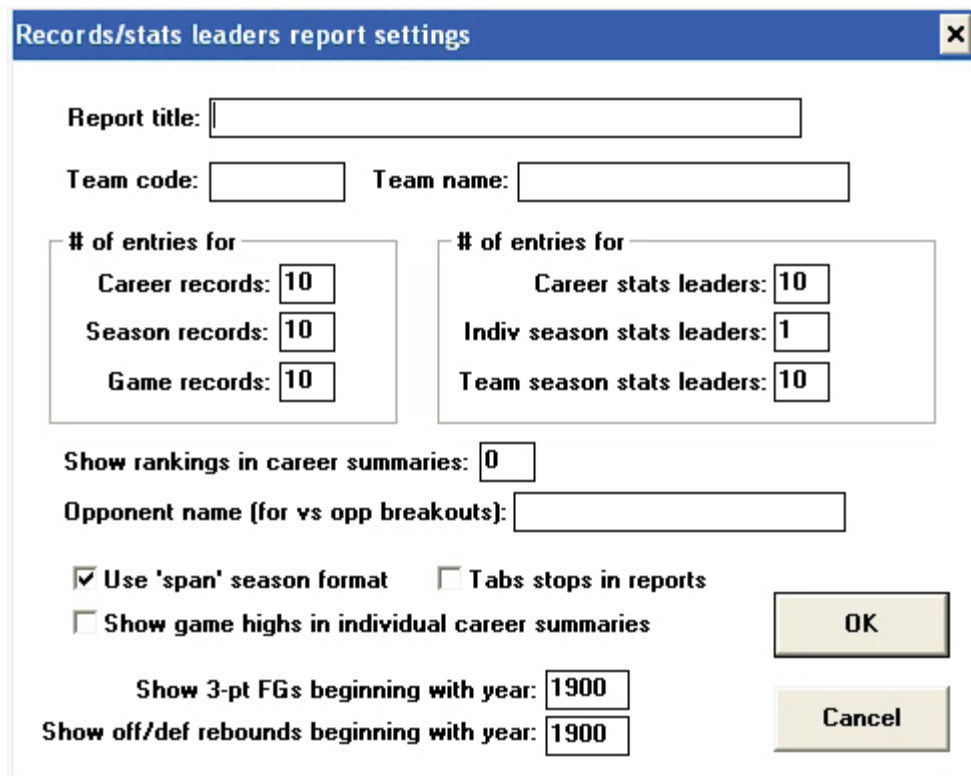
**Close all** - closes all the reports opened that you selected in the “all selected” option.

**Print all** - prints all the reports you selected in the “all selected” option.

**Font settings** - opens a window that allows you to make selections about the font and font size on your reports. This is also where you can select to “Print using TasFonts”.

Under the “Settings” menu option, you’ll have the following choices:

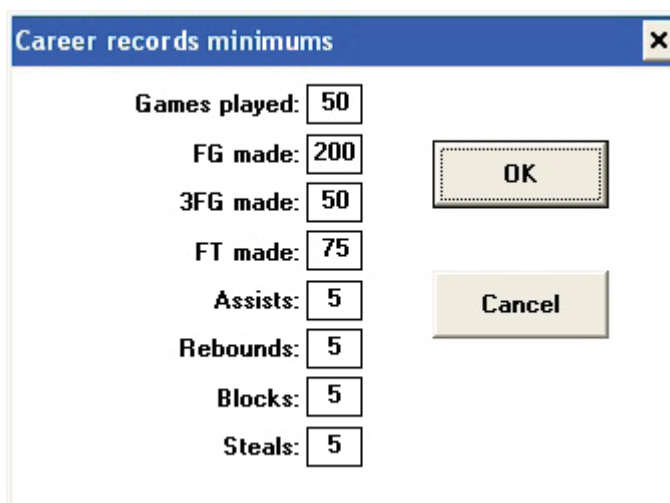
**Records report settings** - opens up a window that allows you to input things such as titles for your report, the team ID and team name, maximum number of entries for each career and historical category, etc.



The dialog box titled "Records/stats leaders report settings" contains the following fields and options:

- Report title:** [Text input field]
- Team code:** [Text input field] **Team name:** [Text input field]
- # of entries for:**
  - Career records:** [10]
  - Season records:** [10]
  - Game records:** [10]
- # of entries for:**
  - Career stats leaders:** [10]
  - Indiv season stats leaders:** [1]
  - Team season stats leaders:** [10]
- Show rankings in career summaries:** [0]
- Opponent name (for vs opp breakouts):** [Text input field]
- ☒ **Use 'span' season format** ☐ **Tabs stops in reports**
- ☐ **Show game highs in individual career summaries**
- Show 3-pt FGs beginning with year:** [1900]
- Show off/def rebounds beginning with year:** [1900]
- OK** button
- Cancel** button

**Career minimums** - allows you to input career records minimums for each statistical category.



The dialog box titled "Career records minimums" contains the following fields and options:

- Games played:** [50]
- FG made:** [200]
- 3FG made:** [50]
- FT made:** [75]
- Assists:** [5]
- Rebounds:** [5]
- Blocks:** [5]
- Steals:** [5]
- OK** button
- Cancel** button

**Season minimums** - allows you to input season records minimums for each category.

**Career categories** - allows you to select statistical categories to include in your career records.

**Season categories** - allows you to select statistical categories to include in your season records.

**Men’s venue** - allows you to select overall career and season statistics, or conference-only career and season stats for the men’s team.

**Women’s venue** - allows you to select overall career and season stats, or conference-only career and season stats for the women’s team.

**Include seasons** - opens new window and allows you to select which seasons to include in your career stats reports.

**Teams list** - opens a window with the list of teams in the directory you’re in and allows to choose which one to generate career and/or season reports.



### Under the “Edit” menu option, you’ll have the following choices:

**Edit season data** - opens a window and allows you to select a season to edit. After you select a season, a new window will open and will give you options to edit various parts of the season data. After you click on an option, such as individual stats or team stats, a new window will open and allow you to manually edit those stats for that season.

#### Contains career totals only:

If you know career totals for a player, but do not have season-by-season breakdowns for that era, you can use this function. To do so:

1. Select Edit | Add new season
2. Add a season for the last year of the player(s)
3. Select Edit | Edit season data
4. Check the “Contains career totals only” option
5. Click the “Individual stats” button
6. In the “Full roster” list click <New player>
7. Enter the career totals for a player who last played in that year
8. Repeat for other players as necessary

**Add new season** - allows you to enter the name of a new season database to generate (such as 2013, which would be used for the 2013-14 season).

**Delete season** - opens a window and allows you to select a season to delete.

**Edit individual game records** - opens a window with the list of all the statistical categories for which you have individual records. If you double-click on a category, a new window opens, allowing you to edit various parts of the category, including the name, number of entries, etc.

**Edit team records** - opens a window with the list of all the statistical categories for which you have team records. If you double-click one of the categories, a window will open and allow you to edit various parts of the category, including the name, the number of entries kept, etc.

**Delete game records for...** - opens a window for you to input the date and the opponent for a game to delete game records.

**Edit all-time records** - opens a window that allows you to select a season to delete or edit. It also allows you to enter the name of new season to create.

### Under the “Reports” menu option, you’ll have the following choices:

**Individual career summaries:** Designed to generate career statistics for players on the current roster. First select a season, and then select which players to include in the report. A report showing career statistics for each selected player is generated — the career/historical database is searched for all statistics relating to each selected player.

**Individual career summaries (all years):** This report generates a career summary for every player in the career database.

**Individual career records:** Displays overall career rankings for players in various categories. Use Settings | Records report settings | Career records to specify the number of entries to include in each category. Use Settings | Career minimums to specify minimum criteria for qualifying in calculated categories.

**Individual career year-by-year leaders:** Essentially the same as the Individual career records report, except expanded statistical information is displayed in each category. Use Settings | Records report settings | Career stats leaders to specify the number of entries to include in each category.

**Individual season records:** Displays single-season rankings for players in various categories. Use Settings | Records report settings | Season records to specify the number of entries to include in each category. Use Settings | Season minimums to specify minimum criteria for qualifying in calculated categories.

**Team season (year-by-year):** Essentially the same as the Team season records report, except expanded statistical information is displayed in each category. Use Settings | Records report settings | Team season stats leaders to specify the number of entries in each category.

**Individual game records:** Lists individual single-game records for various categories. Use Set-

tings | Records report settings | Game records to specify number of entries to include in each category. Use Edit | Edit individual game records to specify the minimum criteria to qualify (if any) for each category.

**Team game records:** Lists team single-game records for various categories. Use Settings | Records report settings | Game records to specify the number of entries to include in each category. Use Edit | Edit team game records to specify the minimum criteria to qualify (if any) for each category. Individual single-game highs: Lists players' career single-game high performances for various categories. To run a report, select a year from the "show players active in year" menu and then select a player from the list.

**All-time results:** Generates a report of your team's all-time results for all seasons.

**All-time results vs opponent:** Select an opponent and generate a report of your overall results against them, including the score, attendance, and site of each contest.

**All-time records vs. opponents:** Generates a report of your team's all-time records against all of the opponents in your database.

**Names list:** Displays a list of each player in the database, and in which season(s) that player is found. This report is useful to help reconcile name spelling differences between players. Career statistics for individual players are merged based on matching name spellings across all of the season databases. You need to make sure you use the same spelling for a player in each season. This report can help you to identify discrepancies in player name spellings.

### **Under the "Capture" menu option, you'll have the following choices:**

**Capture season** - opens a window with the list of teams in your directory. After you've selected a team, it asks you to type a year (the name of the season, such as "2013"), and it generates the report for that team and that season. A window will pop up telling you that it was created and where it is located.

**Include games** - opens a window and gives you the option of including all games, all conference games, all non-conference games, or to select specific games (click on "selected games" and a new window will open and allow you to click on the ones you want to include).

**Capture game records** - opens a new window with the list of teams from the directory you're in. After you select a team, a new window with a list of all of the games from all of the seasons you have in your database. You may select one game record or any amount to capture.

**Snapshot career stats** - creates all the career statistics.

**Under the "Help" menu option, you can click "About", which will bring up a screen that tell you the version of the software that you are running and the serial number for your product.**

**Under the menu options, there are several "shortcut" buttons which allow you to click on them and immediately jump to specific game reports for the team that you have selected from your directory.**

**M** - selects the men's directory

**W** - select the women's directory

**Ind Summ.** - opens a window and ask you to choose which seasons a particular player was active in. Then it brings up a new window with the list of players active in the years you selected. You can select one player, some of the players, or all of the players in the list.

**Ind Car.** - opens the individual career records report in a new window.

**Ind Seas.** - opens the individual season records report in a new window.

**Ind Game** - opens the individual game records report in a new window.

**Tm Season** - opens the team season records report in a new window.

**Tm Game** - opens the team game records report in a new window.

**Season** - opens a window with a list of the seasons in your directory. After you select a season, a menu of various reports comes up for you select from to edit.

**Ind Game** - opens a window with the list of all the statistical categories for which you have individual records. If you double-click on one of the cate

**Tm Game** - opens the team game records report in a new window.

Under the “HTML” menu option, you have a list of options regarding the HTML output for the career/historical reports.

**Setup** - brings up a window that allows you to select which reports you want displayed on the website.

**TAS Basketball Career Stats - HTML Setup**

Career	Season	Game
<input checked="" type="checkbox"/> Indiv summaries	<input checked="" type="checkbox"/> Indiv season records	<input checked="" type="checkbox"/> Indiv game records
<input type="checkbox"/> [All years]	<input type="checkbox"/> Indiv season year-by-year	<input checked="" type="checkbox"/> Team game records
<input checked="" type="checkbox"/> Career records	<input checked="" type="checkbox"/> Team season records	<input type="checkbox"/> All-time results
<input type="checkbox"/> Career stats leaders	<input type="checkbox"/> Team season year-by-year	<input type="checkbox"/> All-time vs opp's

☒ Use 'table' style format

OK Cancel Top HTML Bottom HTML HTML tags System tags

**Generate** - creates the HTML output according to the specifications indicated in the setup window.

**Copy to disk** - brings up a window with the list of HTML files for you to choose from to copy to CD or jump drive.

**XML summaries (by player)** - opens a window and ask you to choose which seasons a particular player was active in. Then it brings up a new window with the list of players active in the years you selected. You can select one player, some of the players, or all of the players in the list. The report that's generated is the full XML output.

**XML summaries (by season)** - opens a new window with the list of seasons in your database. After you select a season (or seasons), a report will open in a new window. The report that's generated is the full XML output, players, or all of the players in the list.

Within the actual window, the name of the directories you're in will be shown, as well as the directories' location on your computer. Below the name of the directory, the name of the team you're looking at will shown (the short name as it's saved on your computer) as well as the longer, full name of the team. Please review the example below:

### STAT CREW Basketball Career Reports

#### Career Directory:

**Miami University Women's Basketball**  
C:\STATCREW\CAREER-W

#### Games Directory:

**Miami University Women's Basketball**  
C:\STATCREW\WOMEN08

#### Team:

**MIAMI**  
**Miami University**



## 9 UTILITY PROGRAMS

### Game Viewers

#### Description

Each STATCREW Game Viewer provides multiple views of statistics during a game for radio, TV, print media, press box suites, sports information positions, etc. Using a game viewer, the user can select from several different presentations of the game data, team stats, individual stats, play-by-play, stats leaders, and more, including season-to-date stats for each player.

The Game Viewers are designed to run on computers that read game data written by the scoring software to a location accessible via a local area network (LAN). The Game Viewers run as a window on the desktop, so the user can concurrently run other Windows applications such as word processors, browsers, etc.

The Game Viewers function as an extension of the 24 X 80 character "stats display" terminals. The inputter updates Game Viewer computers and stats display terminals concurrently.

#### Installation

To install from the CD-ROM, insert the CD (run the "setup.exe" program if not automatically started). Then click on the "Game viewers" tab and select the game viewer for the desired sport. To install from CD, insert the CD and run the "a:setup.exe" program. You can also download the game viewer software from the statcrew.com website if necessary. A Game Viewer icon is installed on the desktop for launching the game viewer application.

#### Scoring software setup

To support the game viewers, perform the normal live game setup in the Windows Game Reports program; then also activate the XML data feature, provide a game ID to use for the XML output, and indicate a directory to copy the XML output to. Then setup the game viewers to view the specified XML data file.

In the example below, the "Enable XML stats feed" option is enabled, the XML GameID is set to "stat", and the Copy file settings indicate the XML data is to be copied to the "c:\temp" directory. The XML data could be copied to a "mapped" drive or to a specific computer — for example, "\\server\livedata" — the key is to copy the XML data to a directory that can be accessed via a network connection.

**Live stats settings**

☒ **Activate**    Gametracker ID:

**FTP settings**

☐ Auto-send FTP    ☒ Html  
☐ Xml

FTP site:

User ID:

Password:

Target directory:

**Copy file settings**

☒ Auto-copy files    ☐ Html  
☒ Xml

Target directory:

**XML output**

☒ **Enable XML stats feed**

Xml filename:

Code: BBX-071445238-102520

**Other settings**

☒ Show stats on screen

☐ Reverse play-by-play

☒ Show team logos

☒ Show links to views

☒ Show last play text

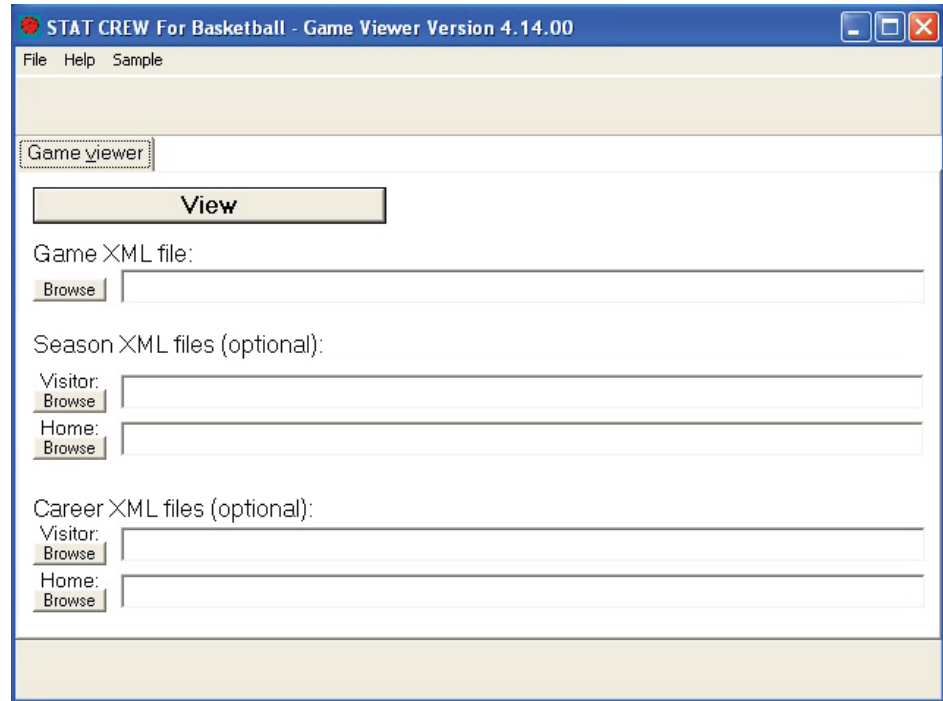
Poll rate in seconds:

**OK**    **Cancel**

## Game viewer setup

Double click on the "Game Viewer" icon installed on the desktop (see "Installation" above).

Enter the name of the XML data file to view, or click the "Browse" button to locate the file over the LAN. If available, also specify the season data XML files that were created by the Season Reports | Cumes | XML output function.



## Using the Game Viewer

You can select "Help" in the Game Viewer to access information about setting up and using the viewer. Some key points include:

- Use the mouse or keyboard characters to switch between different data views.
- Double-click on player names from list-boxes for more detailed information.
- Click on the "Colors" button to customize colors for various parts of the displays.
- Click on the "+" or "-" buttons to enlarge or reduce the display size, if desired.
- The viewer updates after each play is entered. Press Pause/Resume to temporarily stop updates.
- Select the "Update" button to force the display to update every five seconds.

## Network considerations

Computers running the Game Viewer software need to be able to "see" the XML data file over the LAN -- whether the XML file is copied to a directory on the stats computer itself or to another server. The network might be a "standalone" network with the stats computer and game viewer computers connected to each other via a hub; the computers might be connected via the campus/press box LAN; the computers might be connected via a wireless LAN; or any combination of the above.

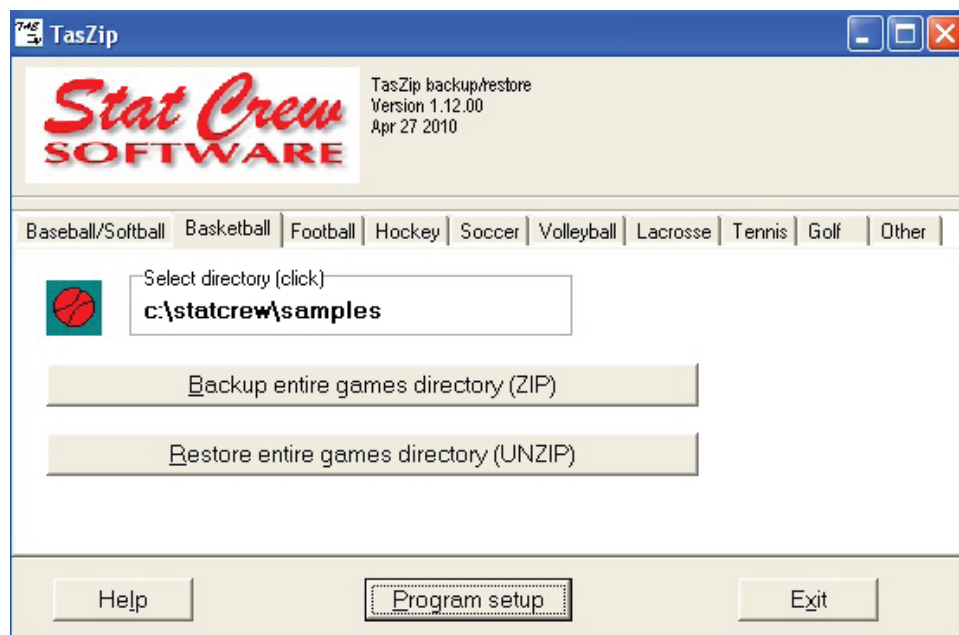
Technical note: Instead of installing the Game Viewer software on each computer, you can run execute the program over the network. Use the "-v" option view-only option (for example, "\\server\tas\fbview.exe-v"); the "-v" option prevents the users from altering the "master" XML data location and colors you have setup.

## TasZip

TasZip is a “zip/unzip” (file compression) tool for use with STATCREW.

### Key features include:

- Faster and smaller backup/restore of games directories
- Especially useful for “larger” games directory backups
- Preview HTML files (prior to posting to your website)
- Zip/Unzip files are compatible with PkZip, WinZip, NetZip
- Email “zipped” roster and game files over the internet
- To download TasZip from the internet, go to [www.statcrew.com](http://www.statcrew.com) and select -
- Download software fixes.



### To install TasZip from a CD:

- From the CD, select TasZip from the installer menu

### To run TasZip:

- Select Start | Programs | TasZip | TasZip to start the program; or click on STATCREW Control Panel from your Windows desktop; select Tools; then select TasZip.
- To display or print the User Guide, select Start | Programs | TasZip |
- User Guide (in PDF format requires the Adobe Acrobat Reader to display or print).

## TasFonts

TasFonts provides a set of alternative fonts that can be used in STATCREW reports. In particular, the “Lucida sans typewriter” font gives you a crisper, easier-to-read printout than the standard “Courier new” font, making it a good choice for reports that will be copied or faxed.

To download TasFonts from the internet, go to [www.statcrew.com](http://www.statcrew.com) and select Download software fixes.

Note: After installing TasFonts, you can select Display | Font settings from any of the Windows Reports menus to select a new font for your reports. To preview and test the look and feel of these alternative fonts, select Start | Programs | TasFonts | TasFonts.

## TasComms32

TasComms32 (or "TC32") is a tool that supports serial (COM) port communications for STATCREW scoring products. TC32 creates serial output during a game for media statistics and scoreboard displays.

To download TC32 from the internet, go to [www.statcrew.com](http://www.statcrew.com) and select Maintenance Updates.

### To install TC32 from a CD:

Select TasComms32 from the installer menu.

### To run TC32:

Select Start | Programs | TasComms32 | TasComms32 to start the program; or click on the STAT CREW CONTROL Panel from your Windows desktop; select Tools; then click on TasComms32 (or right click to choose between TC32 and the original TasComms tool).

TasComms32 Version 3.14.01 Mar 4 2013

Ready Terminal Start 'Monitor file'

Data source and Main COM port Second COM port Miscellaneous

**Data source**

Incoming data format

☐ Stats display

☒ Scoreboard data

Sport

☒ Basketball

☐ Baseball/Softball

☐ Football

☐ Ice Hockey

☐ Soccer

☐ Volleyball

☐ Lacrosse

Monitor file:

c:\statcrew\comfile.sb

**Main COM port**

Click to select port

COM1

☒ Enable output

Baud rate

☐ 1200

☐ 2400

☐ 4800

☐ 9600

☐ 14400

☒ 19200

☐ 38400

☐ 57600

☐ 115200

Data bits

☐ 5

☐ 6

☐ 7

☒ 8

Parity

☒ None

☐ Even

☐ Odd

☐ Mark

☐ Space

Stop bits

☒ 1

☐ 2

Terminal type

☒ PCTERM

☐ VT100

☐ VT52

☐ TTY

Flow control

☒ RTS/CTS

☐ DTR/DSF

☐ XON/XOFF

☒ Force newline



# 10 FREQUENTLY ASKED QUESTIONS

STAT CREW support is available during daily business hours and after hours, if needed. The following is a section of answers to questions that are often asked. These questions, along with possible additional ones, are also available at [www.statcrew.com](http://www.statcrew.com).

**Q: On the Season Schedule/Results Report, away games appear as home games (in caps). How do I correct this?**

**A:** A change was made in Version 4.6 of STAT CREW For Basketball to make better use of the Home/Away/Neutral field in the Game Setup. H in that field designates this as a home game for the team that's in the "home team" spot and an away game for the team in the "visiting team" field. A means an away game for the team in the "home team" field and a home game for the team in the "visiting team" field. N means the game is at a neutral site.

**Q: What files should I send to exchange game stats with another school?**

**A:** If you are sending a game electronically to another school, send a 'BPK' file (basketball packed) or XML. This file contains the game stats information as well as the play-by-play files and can be included as a single e-mail attachment. Use the DOS Utilities | File maintenance | Import/export | 'BPK' to create the file to attach. Or, use Windows Utilities | Import/export | pack game files to create the file to attach. The receiving end can then save the attachment to a temporary import directory, and use the 'Unpack' and 'Import' game functions to bring the game file into their database. If you are exchanging files with another school using a flash-drive, you can optionally use the "Export game files" to copy a game to the flashdrive, and the receiving end can then use "Import game files" to copy the game from the flashdrive into their basketball games directory.

**Q: What files should I send to the conference office?**

**A:** We recommend sending 'BPK' (basketball packed) files to the conference office for game reporting -- as described above for exchanging information with another school. Some conference reporting requirements may vary, so check with your conference SID first whether to send 'BPK' files. The software still lets you generate 'BXP' files (basketball export) files, but sending these files as e-mail attachments often is inconvenient for the receiving end depending on the e-mail software being used -- generate and attach 'BPK' files instead.

**Q: We just had a player quit who had played in several games with significant stats. I would like to remove her name from reports but obviously need to keep her stats so they are added to the team totals. How can I remove her name without losing her stats?**

**A:** Players who leave the team, but had stats in games, can be marked as "inactive" so they do not appear on future box scores. In the DOS scoring program, select Teams and Rosters, select the team, and for the player in question, change the Active field to N. For season to date reports, in versions 4.1 and higher, you have three options for dealing with inactive players: show them, show them with x next to each name in season box score, or hide them. These options are found in Windows Season Reports | Settings | Report Options. Regardless of how you choose to display inactive players, their stats will always be included in your team totals.

**Q: We inadvertently entered six starters. How do we fix this?**

**A:** In game scoring or manual entry, press I at the Main Menu to select the game. At the Initial Game Data Setup screen, press F2 for starters. Scroll to the incorrect starter, and press the space bar to de-select the player as a starter.

**Q: When manually entering a box score, is it possible to key in opponents' team totals rather than stats for each individual?**

**A:** Yes. Key in opponent's totals under one player named Opponent. Older versions of the software that have only two digits for minutes will require entries under three opponent player names, so that total minutes for opponents will be accurate.

**Q: We entered career stats from past year and now we realize that the stats are off one year. Is there any way to change the years for the stats that were entered incorrectly?**

**A:** When naming the seasons in the Windows Career functions, use the first year of the split year basketball season. For example, use 2007 for the 2007-08 season. The software automatically adds the next year to the display name, so that in this example, the reports are showing 2007-08, instead of 2006-07. You can manually correct the misnamed file. To do this, click on the desktop icon for "My Computer" or Windows Explorer, click on the C: drive, then the \statcrew folder, then the \career-m (or \career-w) folder. In this folder are the files named by season, such as 2007.sea. Each file probably needs to be re-named to one year earlier. Right-click the file and select rename. Start with the earliest year and work your way forward, to avoid overwriting data.

**Q: When you enter a technical foul for a player, can it also register as a personal foul? Currently, after entering in the technical foul, you have to also type in a personal foul.**

**A:** A technical foul may or may not be a personal foul, at the discretion of the referee. As a result, our software requires that you score each foul separately to allow for this discretion.

**Q: We will have basketball jerseys with different numbers for home and away. What's the best way to handle this?**

**A:** At the beginning of the season, you can setup your road roster and email that to opponents. Then change that same roster to your home numbers, which will be your "master" roster, and it will be ready to score home games. You do not have to change your master roster prior to importing a game file with "road jersey" numbers which are different than "home jersey" numbers. When the file is imported, the import screen will display the incoming roster (road numbers) on the left, and your master roster (home numbers) on the right. The players with different road uniform numbers on left will probably be pointing to a blank space on the right. (unless someone else wears that number at home) Those players will not be highlighted/marked. Leave them as is, and import the game. If any players "share" a number, those players will be on the same line. Unmark those players, or else the name on the left will be changed to the name on the right in the box score--a problem obviously. Season stats will be generated based on name-spelling, not uni number, so it is ok if a player wears a different number in some games.

**Q: How do I enter a forfeit for a basketball game?**

**A:** For basketball, run the Manual Entry feature. On the Initial Game Data Setup window, for the team that will lose by forfeit, enter the word forfeit (must be lower case) in the Home or Visitor Team Record field, depending on which team is forfeiting. Save the game.

**Q: At our basketball game last night the clock in Stat Crew was running too fast --we had to keep re-setting the Stat Crew clock while scoring the game. After several minutes, it ran normally. Any ideas on how to fix this if it happens again?**

**A:** We have heard this issue with some customers, if they allow the computer to go into "sleep mode" prior to scoring the game, or at half-time, etc. We are not quite sure why this causes the system clock to "ramp up" but we have found that preventing the PC from going into sleep mode prevents this issue from reoccurring.



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[support@statcrew.com](mailto:support@statcrew.com)





## **Appendix: Windows 32-bit Requirement for Legacy Software**

For Stat Crew software, please note that the legacy software will run natively on Windows 10 32-bit operating systems. As long as the operating system is 32-bit, you can install and run the software with no additional downloads required.


### **How can I tell if my computer is running a 32-bit or a 64-bit version of Windows?**

(link can be found [here](#))

#### **Windows 10**

1. Select the Start  button, then select Settings  > System  > About .
2. At the right, under Device specifications, see System type.

#### **Windows 7**

1. Select the Start button , right-click Computer, and then select Properties.
2. Under System, see the system type.

***If you are using a 32-bit OS, click [here](#) to follow the installation guide(s) to get started.***

***If you are using a 64-bit OS (or a Mac computer), you would need a 32-bit computer or a virtualization program to run the legacy software.***

Currently, you can find some 32-bit computers on the Dell Refurbished site [here](#). You may also be able to find more options through further research.

Please note, many campuses have site licenses that allow installation of either 32-bit or 64-bit editions of Windows. We recommend contacting your IT support to see if the 32-bit operating system is an option on your campus. If so, you would not need virtualization software to run Stat Crew's Legacy software.

If you do need virtualization, however, it essentially means you are running a computer inside a computer. Your 64-bit operating system is the "host." On the "host", you will install virtualization software, such as the ones listed [below](#). This allows a 32-bit "guest" operating system to run inside the "host". The "guest" can be Windows 10 32-bit and will run as a fully functional, licensed version of Windows. In the virtual Windows 32-bit, you will have access to your computer's drives, installed programs, saved files, and perform other tasks, including running live stats (and Stat Crew's software).

There are lots of virtualization programs to choose from. Here are some links to virtualization programs, both free and paid, with information on how to install them. If none are to your liking, feel free to web search under “virtualization software” for more.

[VirtualBox](#)

[DOSBox](#)

[VMware](#)

[VMware \(Mac\)](#)

***Additional questions? Check out Stat Crew’s FAQs page [here!](#)***

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