

STATCREW SOFTWARE

ICE HOCKEY REFERENCE CARD

GAMETIME INPUT CODES AND KEYS

INITIAL INPUT CODES

S — Shot attempt	C — Comment
F — Faceoff	O — Other
P — Penalty	G — Game Control
R — Return	X — Coincidental Penalties

GAME CONTROL INPUT CODES (Press "G")

P — Period	G — Goalie
C — Clock	W — Start/End power play
E — End Period	

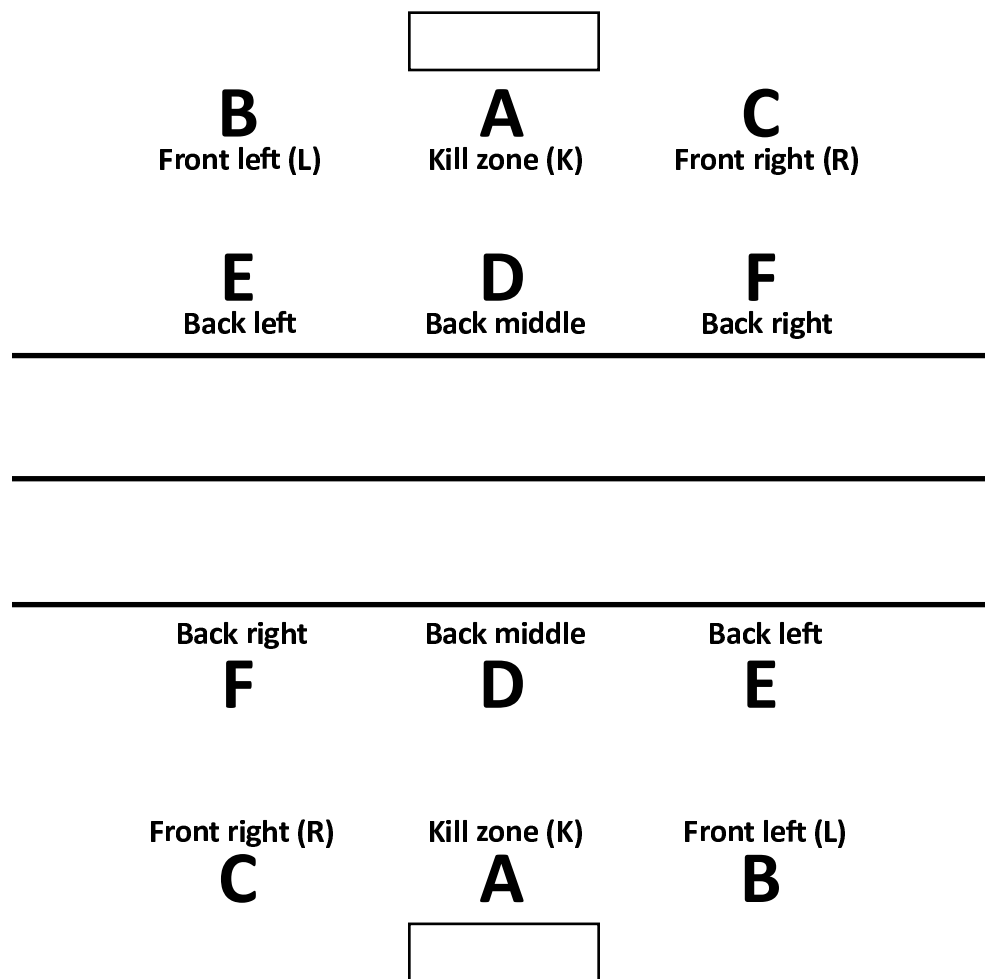
OTHER INPUT CODES (Press "O")

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

PLAY INPUT QUICK KEYS

Alt+V — Visiting Roster	Alt+R — Report Menu	→ Edit Last 15
Alt+H — Home Roster	Alt+1 — Quick stats	← Edit this Period
Alt+S — Save Game	Alt+2 — Media report	↓ Edit Any Period
Alt+E — Edit Last	Alt+3 — Play-by-Play	↑ Edit
Alt+D — Delete	Alt+4 — Newspaper box	

THE AUTOMATED SCOREBOOK FOR SOCCER/FIELD HOCKEY (TASSO) SHOT ZONE CHART



PRE-GAME AND POST-GAME CHECKLIST(S)

INITIAL FIRST-TIME SETUP:

Install the software then setup in-game and report options
Create a games directory

PRE-GAME SETUP:

Create the team rosters using Utilities|Roster maintenance
Start the In-game scoring program from the TAS HK Menu
Use Game setup to select teams and enter general game info

AT THE START OF THE GAME:

Select Main|Scoresheet|Input to display the Play Input window
Enter the starting goalie information

WHILE SCORING THE GAME:

Press the appropriate keys to continue scoring the game
Use the cursor ARROW keys to access the Play Editor

AT THE END OF EACH PERIOD:

Select Game control|End period to indicate end of the period
Print game reports as desired for each period

AT THE START OF EACH ENSUING PERIOD:

Select Game control|Period to indicate start of next period

FOR SHOOTOUTS:

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

AT THE END OF THE GAME:

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

POST-GAME EXPORT

To create an .XML game file in Legacy: Game Reports|Reports|XML Output.
To create an .HPK file in Legacy: Utilities|Import/Export|Pack game files
To send game files to the cloud in Next Gen: Client|Game|Upload Final Stats

***XML ACTIVATION FOR LIVE STATS:** To activate the XML for Legacy Stat Crew Software live stats, make sure you have version X.17 (Game Reports|Help|About). Go to: Game Reports|Live|Live Setup.

Check boxes to enable XML Stats Feed, **Auto-send FTP** and Auto Copy Files.
Set the **XML** option, click the **Activate** button and **OK**.

GAME SETUP IN THE NEXT GENERATION

1. Login to cloud account.
2. Select sport and season, click roster tab and import your roster from legacy .sro file or manually enter your roster before the season begins.
3. Select Schedule|Add New Game.
4. Select your team and opponent. Enter game information and save game.
5. Open scoring application. Select sport and load schedule. Games in the cloud are listed on "Cloud Games" tab. Select the desired game.
6. Prior to the game, confirm opponent's roster is setup in the cloud. If not, either input opponent's roster or import the .sro into the scoring application. **NOTE:** You can not add an opponent's roster to the cloud.
7. Select starters, then press **OK**. The scoring application will display and you may begin scoring the contest.

NOTE: You can setup a game in the local client without scheduling first in the cloud. In this case, the game appears on the "Local Games" tab, and will not be included in your season reports (i.e.: Exhibition or test games). For official games, you must setup in the cloud before scoring.

LEGACY CLOUD CONNECTOR (LCC)

1. Log in to cloud account.
2. Set up your season schedule in the cloud.
3. In Windows Game Reports|Live|Live Setup, enable the Auto Copy Files. Enter a target directory folder name (i.e.: c:\temp\bkb).
4. Run the LCC. Select your sport and game. Select the same XML directory as the Target directory in Game Reports|Live|Live Setup.
5. Activate the live stats in Game Reports and click **Start** on the LCC. You should see it update with a new time and date stamp.
6. LCC does not make any changes to the game or XML files. It reads the XML file each time it is updated and sends it to the cloud.

NOTE: Legacy Cloud Connector is used with Legacy Stat Crew Software to send .XML live game stats to the cloud. It is not required with Next Generation.

PENALTY HANDLING

PRESS "P" FROM PLAY INPUT TO INPUT PENALTY:

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

SCREEN DISPLAY SHOWS WHO IS IN PENALTY BOX:

PENALTY BOX

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

PRESS "X" TO INDICATE COINCIDENTAL PENALTIES:

PENALTY BOX

B 11 Craig Reichert 02:00 MAJOR

PRESS "R" TO RETURN A PLAYER FROM PENALTY BOX:

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

USE "TM" FOR BENCH PENALTIES:

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

POWER PLAY HANDLING HINTS

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

TAS FOR ICE HOCKEY PENALTY CODES (DEFAULT)

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