STATCREW SOFTWARE

LACROSSE REFERENCE CARD
GAMETIME INPUT CODES AND KEYS

S — Shot
P — Penalty
T — Turnover
A — Free position attempt
Z — Free position shot
2 — Two-point shot

F — Faceoff
D — Draw Control
B — Groundball
L — Clear
I — Sub in
C — Comment
M — Message

G — Game Control
O — Foul
V — 30-Second Violation
E — Green Card
Y — Yellow Card
R — Red Card

GAME CONTROL INPUT CODES (Press "G")

P — Period
C — Clock
E — End Period
I — Substitutions (In for …)
F — Re-set players on field
V — View players in game

G — Goalie
F6 — Start/Stop Clock
F5 — Reset Clock time
T — Timeout

SHOT RESULT CODES

G — Goal
S — Save (Goalie)
T — Team Save
B — Blocked
0 — Two-point Wide
1 — Two-point Save
2 — Two-point Goal

H — High
W — Wide
L — Wide Left
R — Wide Right
C — Hit Crossbar
P — Hit Post

PLAY INPUT QUICK KEYS

Alt+V — Visiting Roster
Alt+H — Home Roster
Alt+S — Save Game
Alt+E — Edit Last
Alt+D — Delete Last
Alt+G — Game Information

Alt+R — Report Menu
Alt+1 — NCAA Box
Alt+2 — Short Box
Alt+3 — Play-by-Play
Alt+4 — Shot Chart
Alt+O — Options

→ Edit Last 15
← Edit this Period
↓ Edit Any Period
↑ Edit Situation

THE AUTOMATED SCOREBOOK FOR LACROSSE (TASLC) SHOT ZONE CHART

B	A	C
Close left wing (L)	In the circle (K)	Close right wing (R)
E	**D**	**F**
Far left wing	Top of circle	Far right wing

Far right wing	Top of circle	Far left wing
F	**D**	**E**
Close right wing (R)	In the circle (K)	Close left wing (L)
C	**A**	**B**
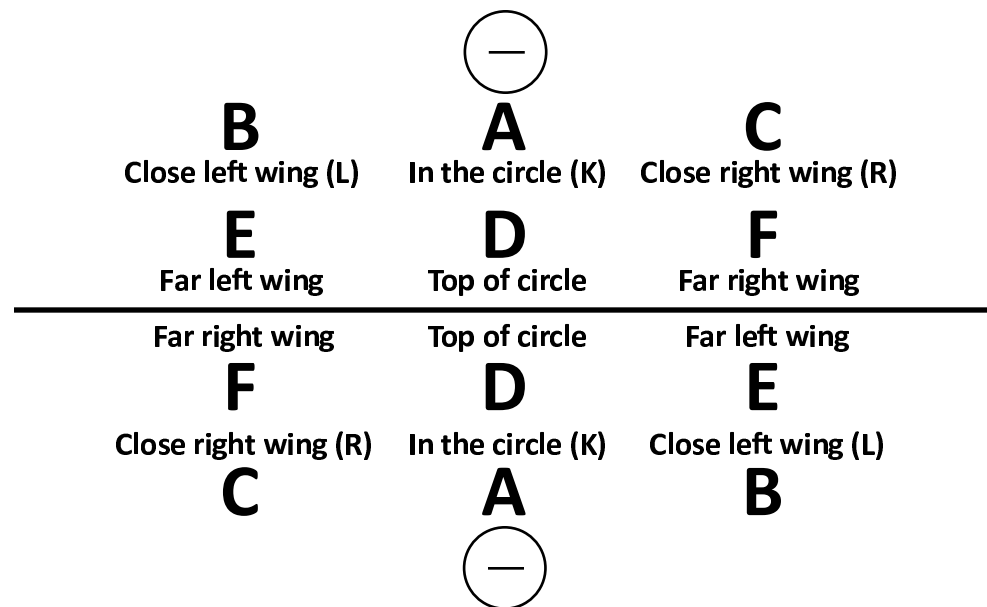
PENALTY CODES

COND — Conduct Foul
CCHK — Cross-Check
CRFC — Crosse in Face
DG — Delay of Game
FACE — Faceoff Violation
ADV — Failure to Advance Ball
FIGH — Fighting
FOUL — Fouled Out
FREE — Free Play Distance
GINT — Goalkeeper Interference
HO — Holding
HOLD — Holding
BCHK — Illegal Body Check
CR — Illegal Crosse
EQ — Illegal Equipment
PART — Illegal Participation
PEN — Illegal Penalty Return
PROC — Illegal Procedure

SCRN — Illegal Screening
INT — Interference
LB — Loose Ball Violation
MIN — Minor
MAJ — Major
MAT — Match
OFF — Offside
PUSH — Pushing
SL — Slashing
STAL — Stalling
TO — Tobacco Use
LGCR — Too Many Long Crosses
MANY — Too Many Players
TCH — Touching the Ball
TRIP — Tripping
UNRO — Unnecessary Roughness
UNCO — Unsportsmanlike Conduct
WARD — Warding Off

PRE-GAME AND POST-GAME CHECKLIST(S)

BEFORE THE GAME:
Check player numbers; get starters by position
Make any required player name/number changes; select starters

START OF THE GAME:
Check player numbers; get starters by position
Enter the starting goalie information

START OF EACH NEW PERIOD:
Select Game control|Period to indicate start of the period
(Not required at the start of the first period)

END OF EACH PERIOD:
Select Game control|End of period to indicate end of period
Print game reports as desired

END OF THE GAME:
Wrap Up Game with attendance, team records and game information
Enter goalie decisions and win-loss record(s)
Print final reports and save game.

POST-GAME EXPORT
To create an .XML game file in Legacy: Game Reports|Reports|XML Output

To create an .CPK file in Legacy: Utilities|Import/Export/Pack game files

To send game files to the cloud in Next Gen: Client|Game|Upload Final Stats

To create a .CPK or .XML in Next Gen: Client|Game|Export XML or Export Pack

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 .cro 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 .cro 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.*