



LEGACY PRE-GAME AND POST-GAME CHECKLIST

Initial first-time setup:

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

Pre-game setup:

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

At the start of the game:

- Select Main | Scoresheet | Input to display the Play Input window
- Press “C” to enter a comment about the coin toss
- Press “G”, then “N” to spot the ball for the kicking team
- Press “K”, the “O” to enter the kickoff play
- Press the appropriate keys to continue scoring the game

While scoring the game:

- Use the left (←) or right (→) arrow keys to access the Play Editor
- Press Alt+R or Alt+# to view or print reports

At the end of the 1st quarter:

- Select Game control | Set quarter to indicate start of 2nd quarter
- Print 1st quarter game reports as desired

At the end of the 2nd quarter:

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

At the start of the 3rd quarter:

- Select Game control | New half to setup for the 3rd quarter (reset clock, spot ball for kicking team)
- Enter the kickoff for 2nd half and resume scoring

At the end of the 3rd quarter:

- Select Game control | Set quarter to indicate start of 4th quarter
- Print 3rd quarter game reports as desired

At the end of the game:

- Select Game control | End half to indicate end of 2nd half
- Select Game wrapup, enter team records, game duration
- Print final reports and save game to disk

GAME SETUP IN NEXT GENERATION

1. Login to cloud account.
2. Select sport and season. Click roster tab and import your roster from Legacy .FRO 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 .FRO roster file in to the local scoring application.
NOTE: You can not add an opponent’s roster to the cloud.
7. Confirm rosters and select starters, then press **OK**. The scoring application will display and you may begin scoring the contest.

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

LEGACY CLOUD CONNECTOR (LCC)

1. Login to cloud account.
2. Create your season schedule via 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).
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 the application update with a new time and date stamp.
6. LCC does not make any changes to the game or XML file(s). 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 disseminate XML live game statistics to the cloud. It is not required with Next Generation.

TAS for FOOTBALL REFERENCE CARD

INPUT CODES AND KEYS

INITIAL INPUT CODES

R - Rush	K - Kick	C - Comment
P - Pass	G - Game control	F - Formation
E - Penalty	D - Defense	A - Point after try
U - Punt	O - Other	

KICK PLAY INPUT CODES (PRESS "K")

O - Kickoff / Free kick
P - Punt
F - Field goal
A - Point after try

GAME CONTROL INPUT CODES (PRESS "G")

S - Spot ball	Q - Set quarter
C - Set clock	H - End of half
D - Set down	N - New half
T - Timeout	U - Uniform change

DEFENSIVE INPUT CODES (PRESS "D")

T - Tackle	X - Safety
S - Sack	Q - QB hurry
B - Pass breakup	
O - Out of bounds	

OTHER INPUT CODES (PRESS "O")

R - Return	N - No play	T - Touchback
F - Fumble	M - Miscellaneous fumble	
H - Fair catch	D - Downed	
C - Continue or lateral	E - Deadball foul	

OVERTIME HANDLING

- Select Game control | End half to end the Fourth Quarter
- Select Game control | Quarter to start the OT period
- Enter "5" for Quarter and "15:00" for clock time (12:00 for high school)
- Select Game control | Possession change to start each new drive
- Always use clock time of 15:00 — no time of possession in overtime
- Do not close out the end of the OT period — leave clock at 15:00

PENALTY HANDLING REMINDERS

PRESS "E" FROM PLAY INPUT INITIAL LIST TO DISPLAY:

Pen: FS Team: V Res: D
[Pen: Enter 2-character code or blank for list]
[Team: Enter team penalty is against]
[Res: Enter A=accepted D=declined O=offset]

IF PENALTY IS ACCEPTED:

Pen:FS Team:V Res:A ##:45 Spot:V35 Down:N
[Down: N]ormal 1)Auto 1st, +)Loss of down]
[##: Uniform of player charged with penalty or]
[Spot: Yard line where ball is spotted]
[+: Loss of down (intentional - grounding ...)]
[1: Automatic 1st down (defense holding ...)]

WHEN PENALTY OCCURS DURING A PLAY:

Rush:44 ? :T At:V45
Pen:HO Team:V Res:A ##:45 Spot:V35
Stats count on this play?: Y
[Stats count?: Enter "Y" if play]
[Enter "N" if play is nullified]

OFFSETTING PENALTIES:

Press "E" twice to enter each penalty separately. Use result code of "O" for each penalty.

DEADBALL FOULS:

Enter deadball fouls/penalties as a separate play from the play from scrimmage.

If a penalty is to be enforced on the ensuing kickoff, wait until the kickoff to input the penalty.

PENALTY CODES (DEFAULT)

12 — 12 men on the field	MO — Illegal motion
BB — Illegal batting	NF — Non-contact foul
BL — Illegal block	OD — Offside defense
CL — Clipping	OS — Off side
DG — Delay of game	PA — Illegal participation
EN — Encroachment	PD — Player disqualification
EQ — Failure to wear required equipment	PF — Personal foul
FC — Illegal fair catch signal	PI — Pass interference
FM — Face mask	PR — Illegal procedure
FO — Illegal formation	RH — Roughing holder
FP — Illegal forward pass	RK — Roughing kicker
FS — False start	RP — Roughing passer
HC — Illegal helmet contact	SH — Illegal shift
HO — Holding	SI — Sideline interference
HR — Helping runner	SU — Substitution infraction
ID — Ineligible downfield on pass	TO — Illegal touching
IG — Intentional grounding	TR — Tripping
KI — Kick catching interference	UC — Unsportsmanlike conduct
KK — Illegal kicking	UH — Illegal use of hands