

# STATCREW SOFTWARE

## SOCCER/FIELD HOCKEY REFERENCE CARD

### GAMETIME INPUT CODES AND KEYS

S — Shot	F — Foul	G — Game Control
H — Header	O — Offside	E — Green Card
K — Corner	C — Comment	Y — Yellow Card
P — Penalty Shot	M — Message	R — Red Card
Z — Shootout	I — Sub in	

### GAME CONTROL INPUT CODES (Press "G")

P — Period	G — Goalie
C — Clock	F6 — Start/Stop Clock
E — End Period	F5 — Reset Clock time
I — Substitutions (In for ...)	T — Timeout
F — Re-set players on field	
V — View players in game	

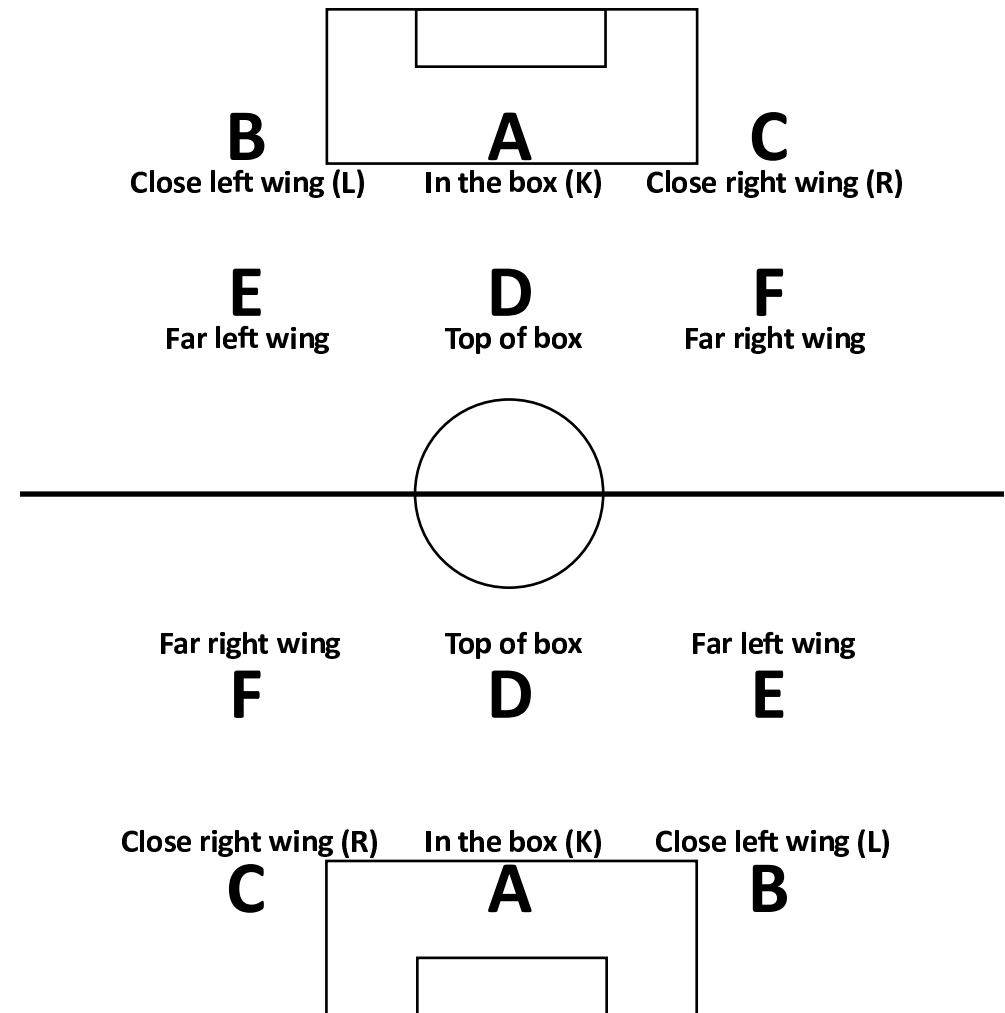
### SHOT RESULT CODES

G — Goal	H — High
S — Save	W — Wide
T — Team Save	L — Wide Left
D — Defensive Save	R — Wide Right
B — Blocked	C — Hit Crossbar
	P — Hit Post

### PLAY INPUT QUICK KEYS

Alt+V — Visiting Roster	Alt+R — Report Menu	→ Edit Last 15
Alt+H — Home Roster	Alt+1 — NCAA Box	← Edit this Period
Alt+S — Save Game	Alt+2 — Short Box	↓ Edit Any Period
Alt+E — Edit Last	Alt+3 — Play-by-Play	↑ Edit Situation
Alt+D — Delete Last	Alt+4 — Shot Chart	
Alt+G — Game Information	Alt+O — Options	

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



## 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

### END OF THE FIRST PERIOD:

Select Game control| End of period to indicate end of first period  
Print first period game reports as desired

### START OF THE SECOND PERIOD:

Select Game control| Period to indicate start of the period

### END OF THE SECOND PERIOD:

Select Game control| End of period to indicate end of second period  
Print second period game reports as desired

### START OF EACH OVERTIME PERIOD:

Select Game control| Period to indicate start of the period

### FOR SHOOTOUTS:

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

### END OF THE GAME:

Wrap Up Game with attendance, team records and game information  
Enter goalie decisions  
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 .SPK 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 .SPK 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 .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.

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## 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.