DAKSTATS BASEBALL SOFTWARE

INSTALLATION & OPERATION MANUAL

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DAKTRONICS

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1 Introduction

The purpose of this manual is to assist with the installation and operation of the DakStats® Baseball application. The manual includes the following main sections:

- **Introduction** covers the basic information about the program and this manual. Take time to read the introduction as it defines terms and explains concepts used throughout the manual.
- **Installation** describes the software installation procedures.
- **Initial Setup**, **Pregame Setup**, **In Game Operations**, **Creating Reports**, **Importing & Exporting**, **Additional Features & Settings**, and **Using the Keyboard & Hotkeys** explain how to control and configure the application.

Software Requirements

- Microsoft Windows® 10 or higher Operating System
- CPU and RAM must at least be equal to minimum requirements of operating system
- 1024 x 768 resolution
- Some features require Internet access

Software Conventions

This manual contains the following software conventions and terminology:

Bold	Indicates an item that requires direct action, such as clicking, pressing, selecting, or formatting. Also used for reference items within the manual, such as figures or sections, as well as other documents and notes.
Italics	Indicates onscreen text or labels that are not clickable.
[Brackets]	Represents a keyboard key that needs to be pressed.
"Quotes"	Text or commands that may be typed. Quotes also indicate folder names.
Click	Press and release the left mouse button.
Double-click	Press and release the left mouse button twice.
Right-click	Press and release the right mouse button.
Select	Highlight or mark, such as by placing a check mark in a nearby box; clicking will not necessarily perform an action.
>	Followed by (example: **File > Open**).

Levels of Play

The DakStats Baseball application can be used at any level of competition including games, tournaments, and season statistics for club, high school, college, or professional teams. The software is available with two main entry modes:

- **Box** supports the box statistics entry mode (post game stats entry).
- **Play-by-Play** has all the features of the previous two entry modes, plus the ability to enter stats live during competitions.

2 Installation

The DakStats Baseball application can be downloaded from the Internet or installed from an installation CD.

Downloading from the Internet

1. Download the DakStats Baseball program.
   a. Open an Internet browser and go to http://dakstats.daktronics.com/Pages/Download.aspx
   b. Find the *Baseball* row on the web page.
   c. Click on **Click Here** under the *Download* column.
   d. In the window that appears, click **Run**. If an additional window opens, click **Run** once more.
2. Follow the on-screen instructions.
3. Click **Finish** when done.
4. Double-click the desktop icon (**Figure 1**) to open the program.

Figure 1: *Icon*

Installing from the Installation CD

1. Insert the installation CD.
2. Choose the **DakStats Baseball** program to install.
3. Follow the on-screen instructions.
4. Click **Finish** when done.
5. Double-click the desktop icon (**Figure 1**) to open the program.

Season Update

If previous seasons are saved to the computer, go to **Configure > Season & System Preferences**. Select each existing season, and then click **Update**. This ensures older season databases are compatible with the latest software version. Refer to **System Preferences (p.40)**.

3 Initial Setup

The season, teams, rosters, and other game information must first be set up before the DakStats Baseball application can be used for scores and statistics. Entire seasons and all of the teams may be set up before the first game of the season even begins. It is recommended that games are set up at least one hour before the game start time.

Splash Screen

The splash screen appears when the DakStats Baseball program is first opened (**Figure 2**). The splash screen provides a quick way select seasons, games, and rosters to configure as well as open/import/export games, and print detailed reports.

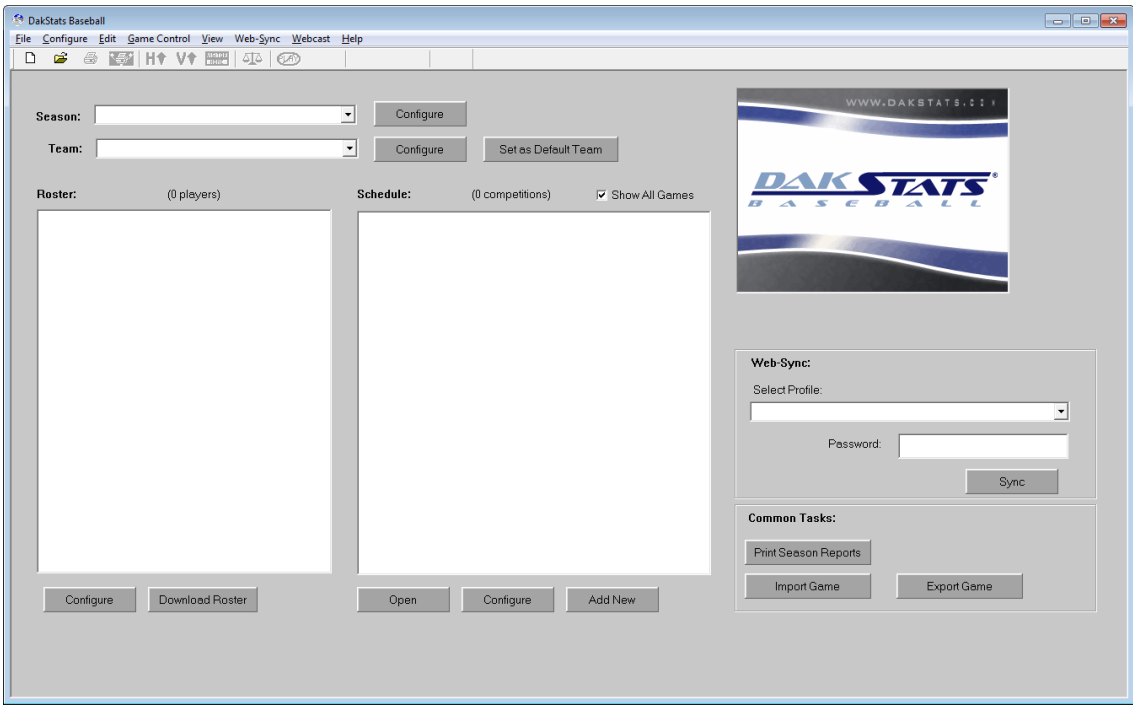


Figure 2: *Splash Screen*

> **Note:** This section gives only a brief explanation of the buttons on this screen. Each function is also available in the **File** and/or **Configure** menus at the top of the screen, and they are described in the sections or documents in parentheses.

Season

Use the drop-down list to select a previously created season. Refer to **Creating a Season (p.5)**. Click **Configure** to edit the season settings. Refer to **System Preferences (p.40)**. Click **Set as Default Season** to keep the same season selected each time the program is opened.

Team

After selecting a season, choose a previously created team. Click **Configure** to edit the team settings. Refer to **Configure Teams (p.6)**. Click **Set as Default Team** to keep the same team selected each time the program is opened.

> **Note:** The default team may also be assigned in the season configuration. Refer to **System Preferences (p.40)**.

Roster

After selecting the appropriate season and team, the roster will appear in this area if one has already been created. Refer to **Adding or Editing Rosters (p.9)**.

- Double-click a player in the roster, or click **Configure** to edit the roster settings.
- **Download Roster** was used with the Web-Sync service, which was discontinued in January 2025.

Schedule

This area lists all scheduled games for a selected season.

- Select a game on the list and click **Open**, or double-click the game to begin entering scores and stats for that game.
- Select a game and click **Configure** to edit the game settings. Refer to **Modifying Games (p.42)**.
- Click **Add New** to create a new game for the season. Refer to **Creating New Games (p.10)**.

Web-Sync (Discontinued)

The Web-Sync service was discontinued in January 2025.

Common Tasks

This area includes additional frequently used commands.

- **Print Season Reports:** Click to generate a wide variety of printouts. Refer to **Season Reports (p.31)**.
- **Import Game:** Click to import a game file. Refer to **Importing Games (p.35)**.
- **Export Game:** Click to export a game file. Refer to **Exporting Games (p.36)**.

Creating a Season

The first step to set up the DakStats Baseball program is creating the season in which the games will be played. A default "Demo" season exists in the "Seasons" file, but new seasons should be created for all future games.

To create a season:

1. Go to **Configure > Season and System Preferences** (**Figure 3**).

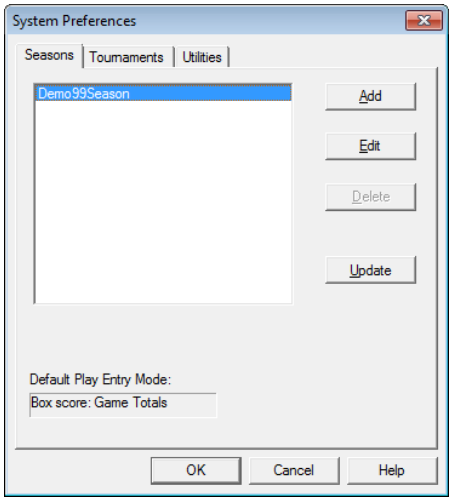


Figure 3: *System Preferences*

2. In the *System Preferences* window, click **Add**.
3. In the *New Season* window (**Figure 4**), type in the *Season Title*.

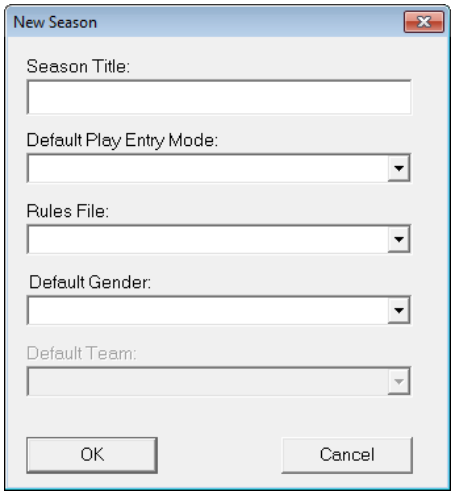


Figure 4: *Create New Season*

4. Select the *Default Play Entry Mode*:
   - **Box score: Game Totals:** All game total statistics are entered after the game is completed.
   - **Box score: Inning by Inning:** Game statistics are entered for each inning after the game is completed.
   - **Play-by-play: Simple mode:** Statistics are entered as the game is played, down to each individual play.

5. Select the *Rules File*:
   - **Rules HS BA:** Baseball rules set for high schools
   - **Rules HS SB:** Softball rules set for high schools
   - **Rules NCAA BA:** Baseball rules set by NCAA
   - **Rules NCAA SB:** Softball rules set by NCAA
   - **Rules MLB:** Baseball rules set for MLB

   > **Note:** Refer to **Rules (p.41)** for more information about rules configuration.

6. Select the *Default Gender*, either **Male** or **Female**.

   > **Note:** *Default Team* is only selectable when editing the season. Refer to **System Preferences (p.40)**.

7. Click **OK**.

Configure Teams

The next step to set up the DakStats Baseball program is to configure the teams. For the program to work correctly, both home and guest teams must be configured.

Adding a Team

Choose one of the following ways to add a team:

To Manually Add a New Team

Enter the team location, nickname, print name, and abbreviation for teams to be added correctly. All other information is optional.

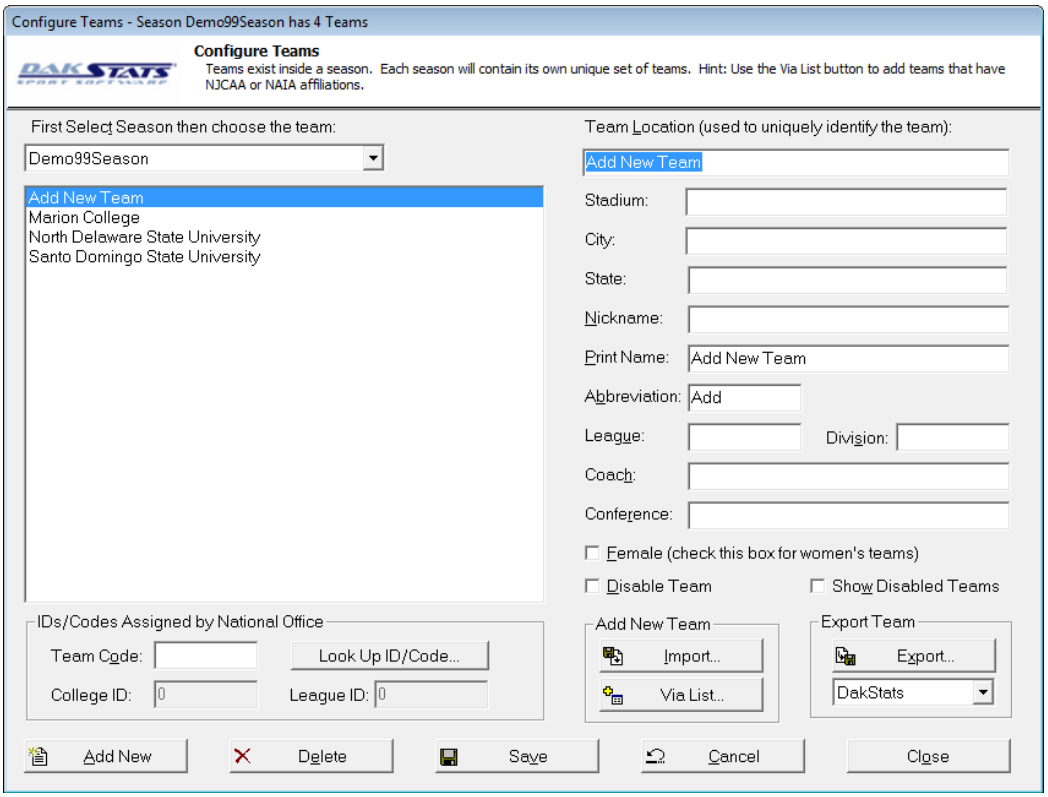


Figure 5: *Configure Teams*

1. Go to **Configure > Teams** to open the *Configure Teams* window (**Figure 5**).
2. Select the *Season*.
3. Click **Add New**.
4. Type in the *Team Location*, for example, a high school's or university's name.
5. Type in the *Stadium*, *City*, and *State*, if desired. When a new game is created, these fields will populate based on the home team. Refer to **Creating New Games (p.10)**.
6. Type in the team's *Nickname*. The team's mascot may also be entered here.
7. Type in the team's official name in the *Print Name* text box. This name appears on most reports and printouts.
8. Enter the team's *Abbreviation*. The abbreviation is used to identify games.
9. Enter the following optional information as desired:
    - *League*
    - *Division*
    - *Coach*
    - *Conference*
10. Click **Save** to keep the changes, or click **Cancel** to discard the changes.
11. Click **Close** when finished.

> **Note:** Check **Female** as needed. Only check the **Disable Team** checkbox when the selected team is not to show up in the teams list. Checking **Show Disabled Teams** will show all teams, whether they were disabled or not.

To Add a New Team Via List (Discontinued January 2025)

Teams that use the Web-Sync service are able to add other teams and information using the **Via List** option rather than having to manually enter other teams' information.

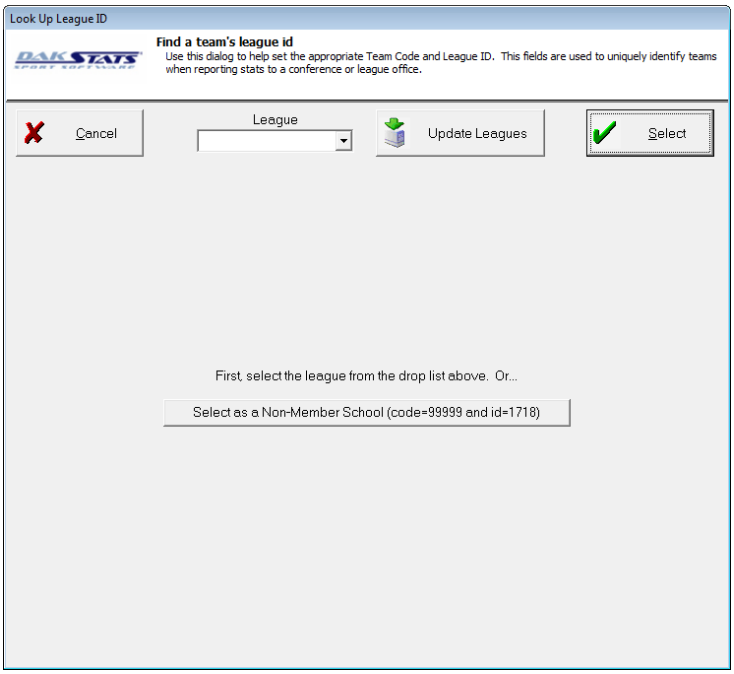


Figure 6: *Look Up League ID*

1. Click **Via List** to open the *Look Up League ID* window (**Figure 6**).
2. Select the team's *League*.
3. Highlight a team, and then click **Select**.

> **Note:** If no leagues appear in the *League* drop-down menu, click **Update Leagues**. If no teams appear after selecting a league, click **Update Teams**.

To Import a Team

1. Click **Import**.
2. Select a team to import.

> **Note:** The importing option is typically used to quickly get information from another team that also uses DakStats Baseball, rather than manually typing in all of the information and risking errors. Refer to **Section 7: Importing & Exporting (p.35)** for more information about importing and exporting teams.

Editing a Team

1. Go to **Configure > Teams** to open the *Configure Teams* window (**Figure 5**).
2. Select the *Season*.
3. Select the team to edit.
4. Enter changes to the team's information using the text and check boxes.
5. Click **Save** to keep the changes, or click **Cancel** to discard the changes.
6. Click **Close** when finished.

Adding or Editing Rosters

Use the *Configure Rosters* window to add, retrieve, or edit rosters. A roster must be entered for the home team. If using Play-by-Play mode, opponent rosters are also required. When using Box Mode, opponent rosters are not necessary.

Adding Players to a Roster

If the team has no players or is missing a player, players may be added to the roster.

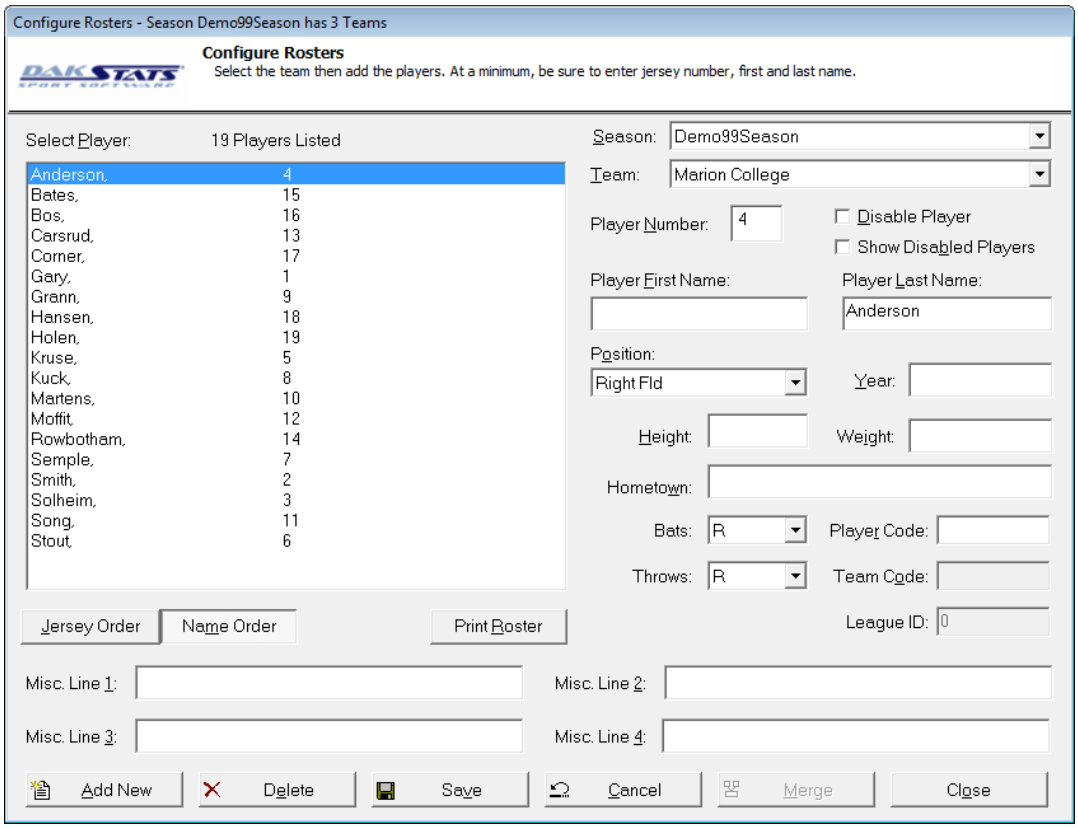


Figure 7: *Configure Rosters*

1. Go to **Configure > Rosters** to open the *Configure Rosters* window (**Figure 7**).
2. Select the correct *Season* and *Team*.
3. Click **Add New**.
4. The new player will be displayed at the top of the roster as **Add New Player**.
5. Fill in the fields with the player's information. At a minimum, enter the *Player Number*, *Player First Name*, and *Player Last Name*.
6. Click **Save** to keep the changes, or click **Cancel** to discard the changes.
7. Click **Close** when finished.

> **Note:** Only check the **Disable Player** checkbox if the selected player should not show up in the roster. Checking **Show Disabled Players** will show all players, whether they were disabled or not.

Editing and Deleting Players

To edit a player: Select the player, and change the player information fields.

To delete a player: Select the player, and then click **Delete**.

> **Note:** Players with statistics associated with them cannot be deleted. To delete the player, statistics associated with the player need to be removed or set to zero.

Creating New Games

Use the *Game Information* window to fill in several fields of detailed game information. Complete the following steps to properly create a game.

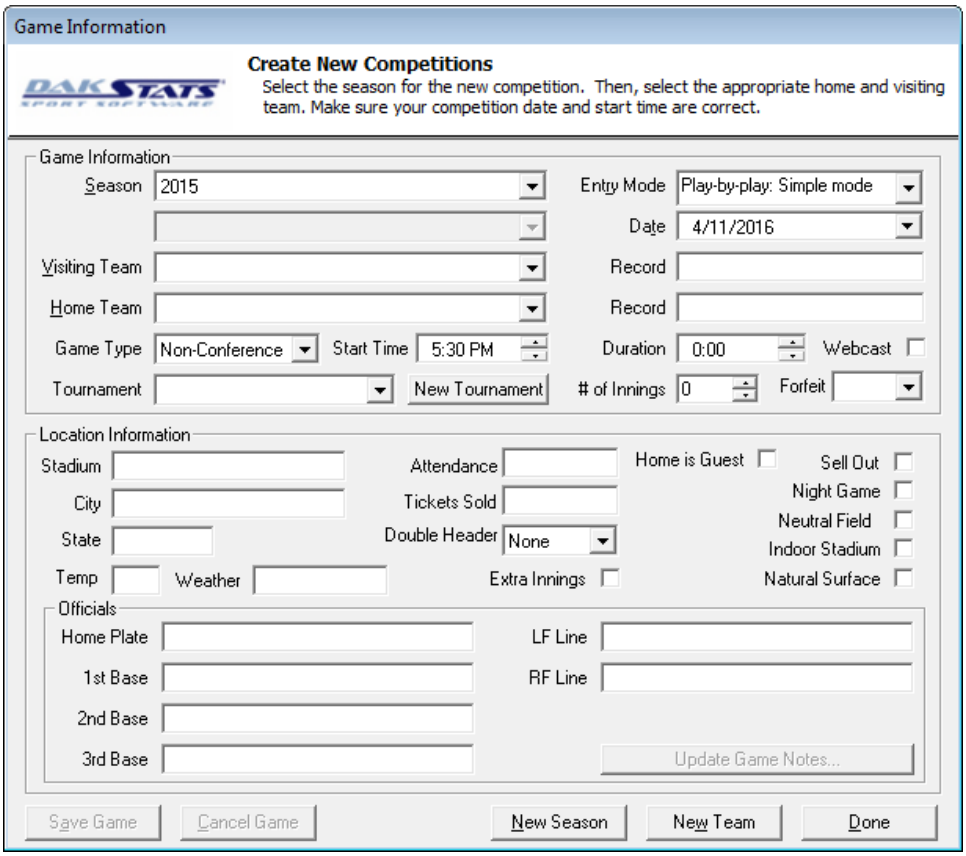


Figure 8: *Game Information*

1. Go to **File > New Game** to open the *Game Information* window (**Figure 8**).
2. Select the correct *Season*.
3. Select the *Visiting Team* and *Home Team*.
4. Select the *Game Type*.
5. Enter the correct *Start Time*.
6. Select the desired *Entry Mode*.
7. Enter the correct *Date*.
8. Enter the *Number of Innings* (used primarily for Box Score games, which are typically already completed).
9. Click **Save Game** to keep the changes, or click **Cancel Game** to discard the changes.

10. Click **Done** when finished. If the game has not been saved, a prompt will appear to do so at this time.

> **Note:** The remaining fields are optional and do not need to be filled in when creating a new game. Return to the *Game Information* window at any time to adjust this information. Refer to **Modifying Games (p.42)**. Remember that the *Stadium*, *City*, and *State* fields will populate if they were entered during creation of the selected home team. Refer to **Configure Teams (p.6)**.

Home is Guest

Check the **Home is Guest** box when the Home team is set as the Visitor (batting first) during a double-header at the Home field.

- Season Reports will calculate this game as a HOME game even though the Home team is entered as the Visitor.
- Box Score will print the team batting first on Top.

4 Pregame Setup

Before the Game

Before using the DakStats Baseball software for the first time, read though the simple steps below to help make in-game use easy and efficient.

Be Familiar with the Program

It is highly recommended to take the time to read this manual and become comfortable with the program operation before game time. Some other helpful hints include:

- Practice taking stats and keeping score while watching game film or online videos.
- Identify the location of buttons associated with the most common plays.
- Print out a Play-by-Play report from a Demo game, and then re-enter it to learn what buttons/steps were used to follow the Play-by-play action.

Have a Good Spotter

The spotter watches the game and tells the software operator the plays as they happen. This allows the software operator to concentrate on entering stats rather than looking back and forth between the game and a computer screen. Having a spotter who has a good understanding of the game and pays close attention will help the software operator more quickly enter data into the DakStats program.

> **Note:** It is also helpful to have pens and paper handy in case the software operator gets behind entering stats or there are any technical difficulties.

Beginning the Game

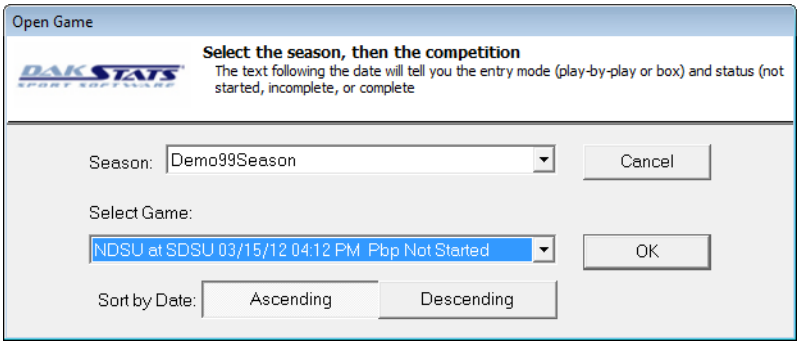


Figure 9: *Open Game*

1. Go to **File > Open Game** to open the *Open Game* window (**Figure 9**).
2. Select the correct *Season* and *Game*. Use *Sort by Date* to list the games from oldest (**Ascending**) to newest first (**Descending**).
3. Click **OK**.

> **Note:** If a certain game does not appear in the list, return to the *Game Information* window (**Figure 8**) to make sure the game was created in the correct season. Create a new game in the proper season if necessary.

5 In Game Operations

Once a game is opened, statistics may be entered into the program. Depending on the Default Play Entry Mode as described in **Creating a Season (p.5)**, the screen will appear with a different layout and certain buttons available on the main toolbar.

Main Toolbar

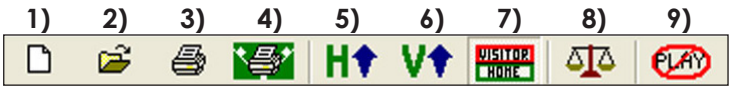


Figure 10: *Main Toolbar*

Click the buttons on the main toolbar (**Figure 10**) to quickly execute common tasks during games instead of going through the menus. Use the toolbar buttons to:

1. Create a new game
2. Open a game
3. Print the current game
4. Print spray charts (Play-by-play Mode only)
5. View the HOME team's stats (Box score Mode only)
6. View the VISITING team's stats (Box score Mode only)
7. View both HOME and VISITING teams' stats (Box score Mode only)
8. Balance statistics to check for inconsistencies
9. Delete the last play (Play-by-play Mode only)

> **Note:** It is possible to click and drag the toolbar anywhere else on the screen, dock it to the bottom or either side, or remove it completely. Go to **View > Toolbar** to turn it off and on.

Play-by-Play Mode

Enter plays as they happen. Operators input stats by selecting game commands and then entering specific information when prompted; prompts will default to the most common choice. The Play-by-play screen is available throughout the game and remains accessible when the game is finished.

Figure 11 shows the main application screen in Play-by-play mode, with each section of the screen labeled by function:

- **Line Score:** Tracks Runs scored in each inning and total Hits, Errors (Err), and Left On Base (LOB) for both teams.
- **Data Entry:** This is where the action of a play is recorded.
- **Previous At Bats:** Lists what happened for each of a player's at bats.
- **Rosters & Statistics:** Shows each player of both teams and their statistics for the game. Note that it is not possible to edit the stats in this area.
- **Play-by-play & Editing:** As stats are entered, a detailed commentary of each play will appear here. It is possible to modify any previous play as needed, and the rest of the game data will update accordingly.
- Above the Play-by-play Script sections is an illustration of a baseball field that shows base runners and fielders, as well as the B/S/O count for the current inning and the pitcher on the mound. Different players and locations on the illustration may be clicked when entering plays.

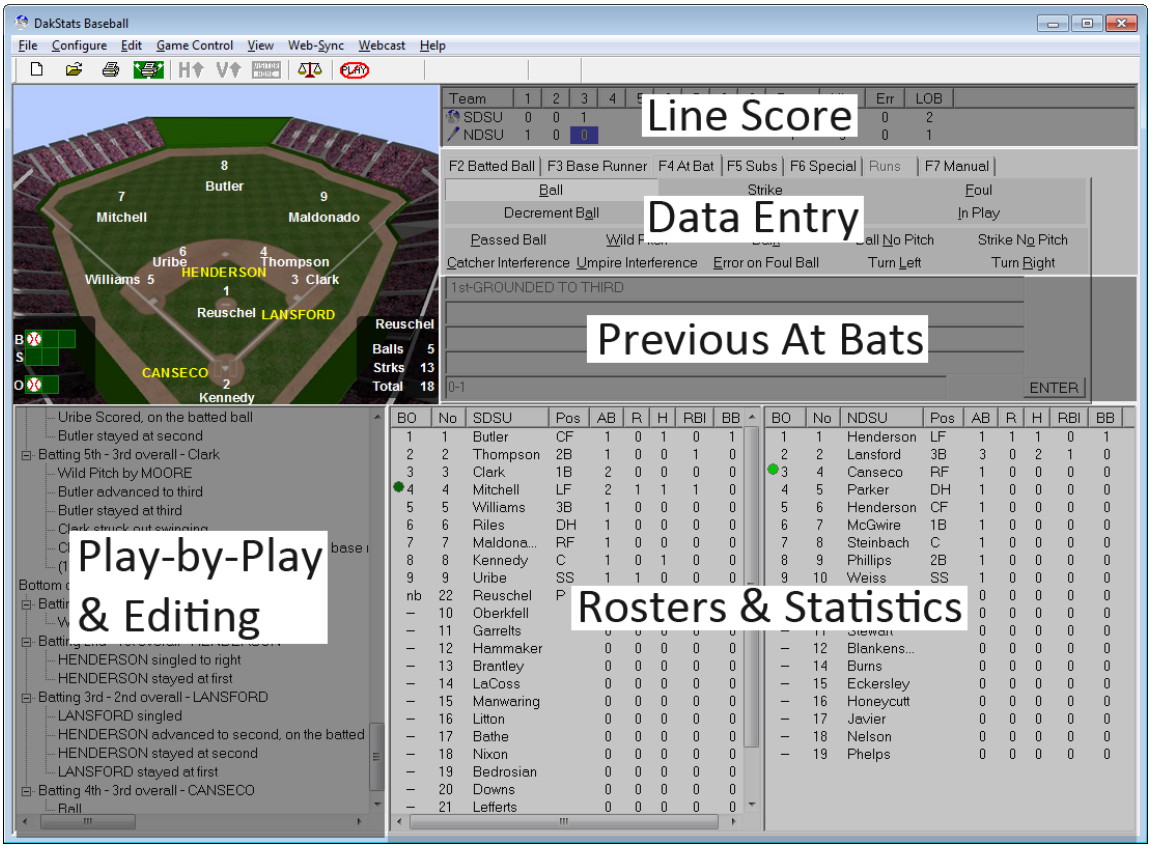


Figure 11: *Play-by-play Screen*

Starters/Subs

Before the game will allow plays to be entered, the players/positions for each team must be assigned (**Figure 12**).

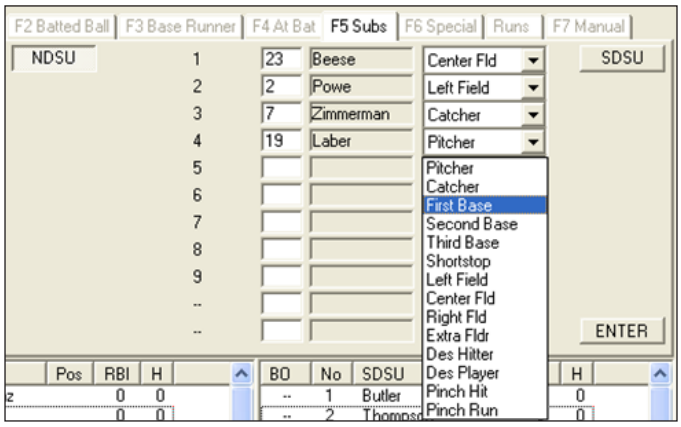


Figure 12: *Starters/Subs*

1. If DakStats Baseball does not automatically open to the screen for entering players, select the **Subs** tab or press **[F5]**.
2. Select the appropriate team.
3. Type in the jersey number of a player, or click the player in the roster list below.
4. The player's name and position should automatically fill in. Select the player's position from the drop down menu if necessary.
5. This screen is also used to enter substitutions later in the game. Click the jersey number of an active player, and then type in the jersey number of the substitution, or click the players to sub from the roster list below.
6. Click or press **Enter** to save the starters/subs.

At Bat

Keep a detailed account of balls and strikes of the player up to bat.

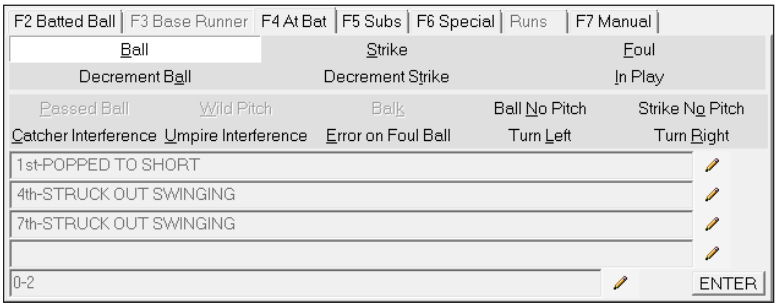


Figure 13: *At Bat*

1. Select the **At Bat** tab or press **[F4]** (**Figure 13**).
2. Click the type of pitch that was thrown or press the appropriate underlined key:
   - **Ball**
   - **Strike** – Select **Swinging**, **Looking**, or **Bunting** as needed.
   - **Foul**
   - **Decrement Ball/Decrement Strike** – subtracts a ball or strike from the count
   - **In Play** – Refer to **Batted Ball (p.16)**.
   - **Passed Ball**
   - **Wild Pitch**
   - **Balk**
   - **Ball No Pitch**
   - **Strike No Pitch**

> **Note: Ball No Pitch** and **Strike No Pitch** are used in illegal procedures to add a ball or strike to the count without updating the pitches thrown. Pitchers may be penalized by touching the baseball to their face; batters may obtain a strike if they take too long getting in the box.

- **Catcher Interference**
- **Umpire Interference**
- **Error on Foul Ball**
- **Turn Left**
- **Turn Right**

3. Click or press **Enter** to record the play.

At Bat Text

The **At Bat** tab (**Figure 13**) also displays the at bat text and game summary for the current batter. This is primarily used for monitoring the text sent to electronic displays and when broadcasting games over the Internet. Refer to the **DakStats Baseball Software Display Manual (**DD1533474**)** for more information about configuring batter text.

Batted Ball

After a batter hits the ball, there are two options for continuing to record the play:

- Select the **Batted Ball** tab or press **[F2]**.
- Select the **In Play** option from the **At Bat** tab.

Either method will open the **Batted Ball** tab (**Figure 14**).

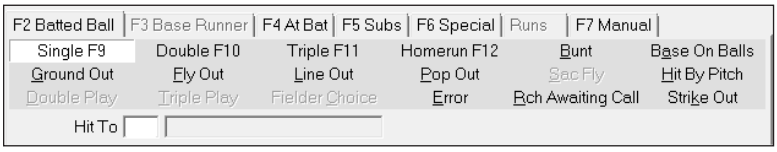


Figure 14: *Batted Ball*

Select the type of hit by clicking the onscreen buttons or pressing the appropriate keys.

> **Note:** Some screens will require all fields to be filled in before it is possible to click or press **Enter**. Certain buttons are only visible during specific situations, such as when other runners are on base.

- **Single F9**, **Double F10**, **Triple F11**: After selecting a single, double, or triple, enter a *Hit To* location by typing in a position or clicking on the baseball field illustration.
- **Homerun F12**: If a batter hits a homerun as shown in **Figure 15**:
  - Type in or click where the homerun was *Hit To*.
  - Type in the *Distance* of the hit if desired.
  - Select if the homerun was **Over the Fence**, or **Inside Park**.

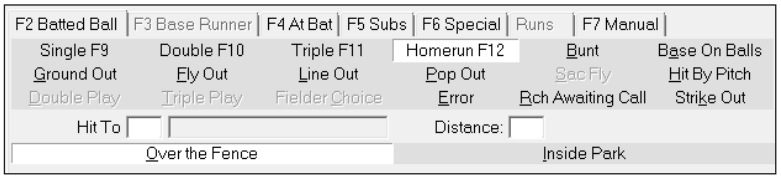


Figure 15: *Homerun*

- **Bunt:** If a bunt is hit as shown in **Figure 16**:
  - Type in or click where the bunt was *Hit To*.
  - Select the result of the bunt, with *Sequence* or error details as needed.

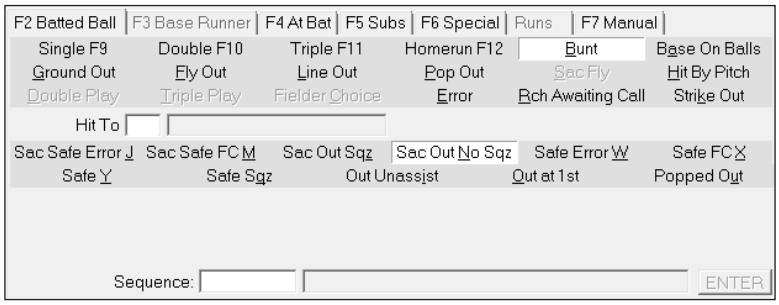


Figure 16: *Bunt*

- **Base On Balls:** If a batter is walked as shown in **Figure 17**:
  - Select whether the walk was **Not Intentional** or **Intentional**.

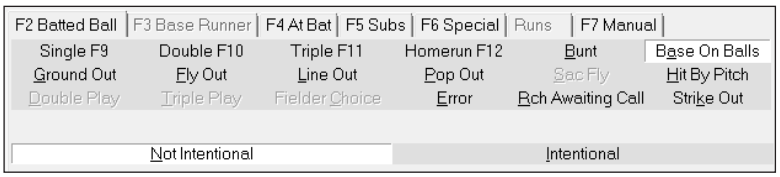


Figure 17: *Base On Balls*

- **Groundout**: When a player hits a grounder but is thrown out as shown in **Figure 18**:
  - Type in or click where the grounder was *Hit To*.
  - Type in or click the *Sequence* of which player(s) threw the ball for the out.

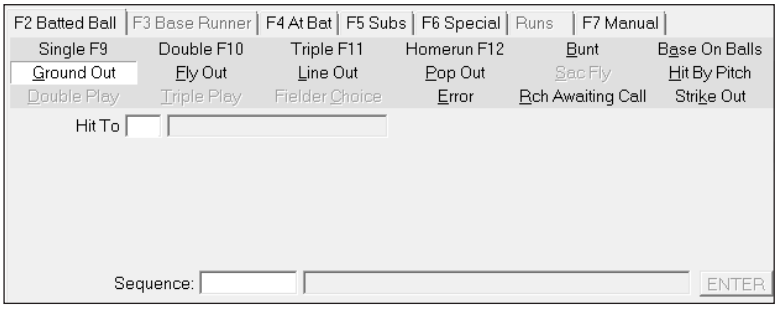


Figure 18: *Ground Out*

- **Fly Out/Line Out/Pop Out**: When a player hits the ball and the ball is caught as shown in **Figure 19**:
  - Select either **Fly Out**, **Line Out**, or **Pop Out** depending on the hit.
  - Type in or click where the ball was *Hit To*.
  - Select whether the ball was **Fair** or **Foul**.
  - Type in or click the *Sequence* of which player(s) caught or threw the ball to result in an out.

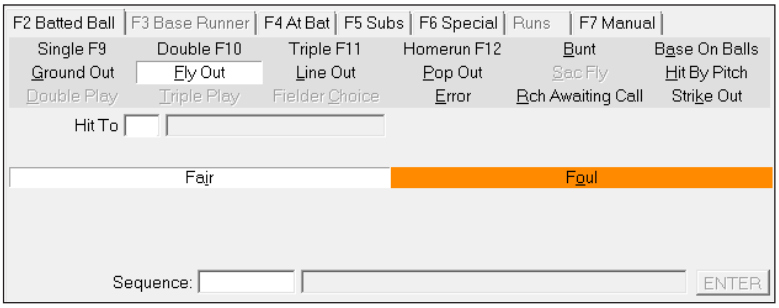


Figure 19: *Fly Out*

- **Error**: When an error occurs as shown in **Figure 20**:
  - Type in or click where the ball was *Hit To*.
  - Type in or click which player made the error in the *By Whom?* box.
  - Enter what base the player reached in the *Reached?* box.
  - Select the type of error that occurred.
  - Type in or click which player(s) made an *Assist*, if applicable.

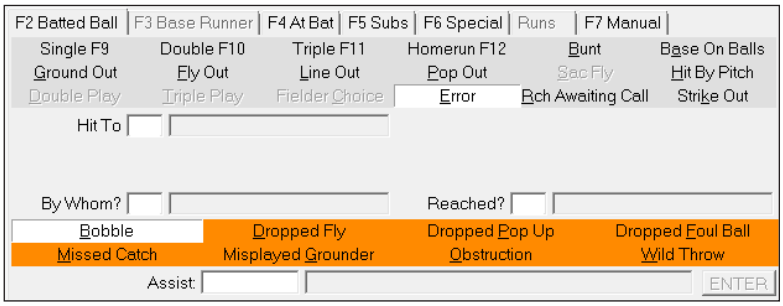


Figure 20: *Error*

- **Strike Out**: If a player gets three strikes in a row, simply select **Strike Out** (**Figure 21**).
  - Select whether strike out was **Normal** or if the catcher **Dropped Y** the ball.
  - Select if the batter struck out **Swinging**, **Looking**, or **Bunting**.

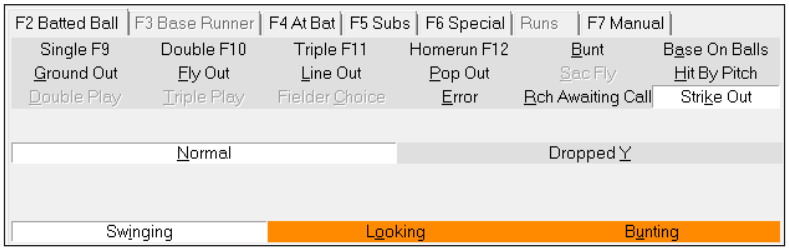


Figure 21: *Strike Out*

- If **Dropped**, select **Out at 1st**, **Tagged by Catcher**, **Wild Pitch**, **Passed Ball**, or **Safe on Error**.

> **Note:** If **Out at 1st,** enter the out *Sequence*. If **Safe on Error**, fill in the error details.

- ***Sac Fly**: If a player performs a sacrifice fly as shown in **Figure 22**:
  - Type in or click where the ball was Hit To.
  - Select whether sac fly was **Out** or **Safe On Error**, and then enter the details for the chosen result.

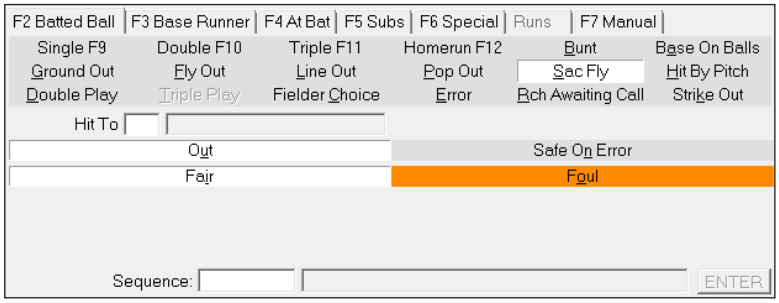


***Figure 22:** Sacrifice Fly*

- ***Double Play**: If a double play occurs as shown in **Figure 23**:
  - Type in or click where the ball was *Hit To*.
  - Select whether the double play was **Ground Into**, **Flied Into**, **Lined Into**, **Popped Into**, or **Bunted Into M** and select **Fair** or **Foul** as needed.
  - Enter the player responsible for the *1st Putout*, followed by *Out 1* and *Out 2*, and the complete throwing *Sequence*.

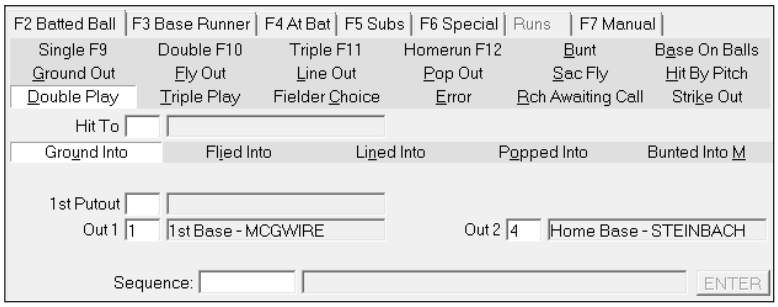


***Figure 23:** Double Play*

- ***Triple Play**: Follow the above instruction for a double play while also entering the *2nd Putout* and *Out 3* players.
- **Hit By Pitch**: Select if the batter was hit by a pitch to advance to first base.
- **Rch Awaiting Call**: Select to indicate the batter reached first base, but the official ruling has not yet been determined. The play may be edited later to reflect the ruling.
- ***Fielder Choice**: Select if the batter reaches due to fielder's choice. This play will often result in a base runner being thrown out. Refer to **Base Runner (p.20)**.

***Only available with one or more runners already on base.**

Base Runner

After selecting a batted ball that puts a batter on base, the **Base Runner** tab will automatically open to select if the runner stayed at base or was out. After each at bat, the operator must select if the other base runner(s) advanced, stayed, or got out. On the baseball field illustration, names of the base runners are shown in yellow, and the currently selected base runner is highlighted in red (**Figure 24**).

- After a batted ball, select one of the following for each base runner:
  - **Stay**: The runner stayed on the base and was safe. Select if the player stayed under **Normal** conditions, or if an **Error** forced them to stay.

    > **Note:** If an error occurred, refer back to **Figure 20**.

  - **Advance**: The batter or base runner advanced to another base. Select how the base runner was able to advance.
  - **Out**: The base runner got an out. Select how the base runner got the out and the *Sequence* of the play.
  - **Extra**: The base runner attained an extra base.

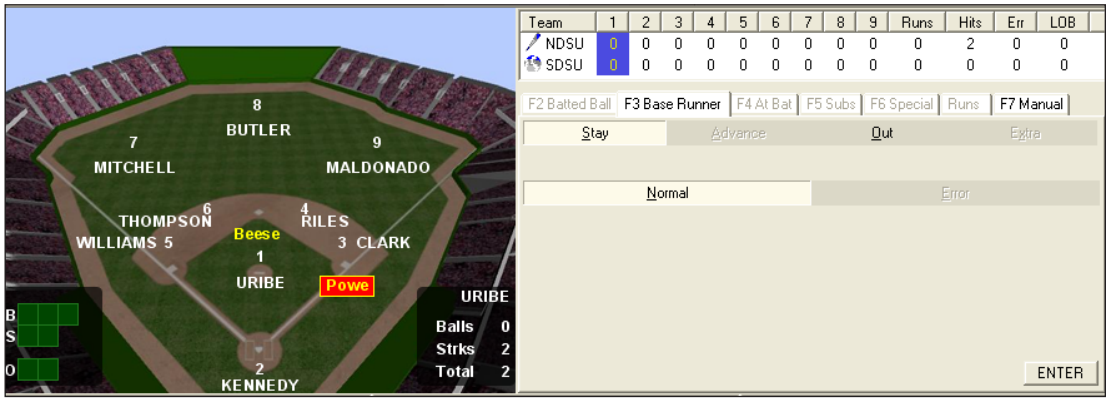


Figure 24: *Base Runner*

Auto Advance

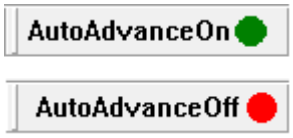


Figure 25: *AutoAdvance*

To skip past the **Base Runner** tab and automatically advance any runners after a Homerun, Walk, Hit By Pitch, or Balk, go to **View > Auto Advance Baserunners Toolbar**, and click the **AutoAdvanceOff** button (**Figure 25**). The red circle will turn green to indicate the feature is enabled. To disable the feature, click the **AutoAdvanceOn** button, and the green circle will turn red again.

Special Plays/Occurrences

When a play occurs that is rather unusual or not typical to the game, select the **Special** tab or press **[F6]** and select from the menu the rare play or occurrence that happened (**Figure 26**).

- **Appeal Play**: When a coach or player appeals a play, select one of the following:
  - **Missed Base**
  - **Failed to Touch Base**
  - **Left too early**
- **Batting out of order**

- **Skip Pos in Bat Order** – skipped positions in the batting order
- **Hit by Own Batted Ball**
- **Batter Interference**
- **Spectator Interference**
- **Fielder Obstruction**
- **Illegally Batted Ball**
- **Enter Text** – opens a new window to type in the circumstances of the special play
- **Int. Tie Breaker** (International Tie Breaker) – Select the player to put on 2nd base (typically 9 batters ahead of the current batter). If this player scores, the run may be assigned to TEAM at the end of the half inning.

> **Note:** Some screens will require all fields to be filled in before it is possible to click press **Enter**.

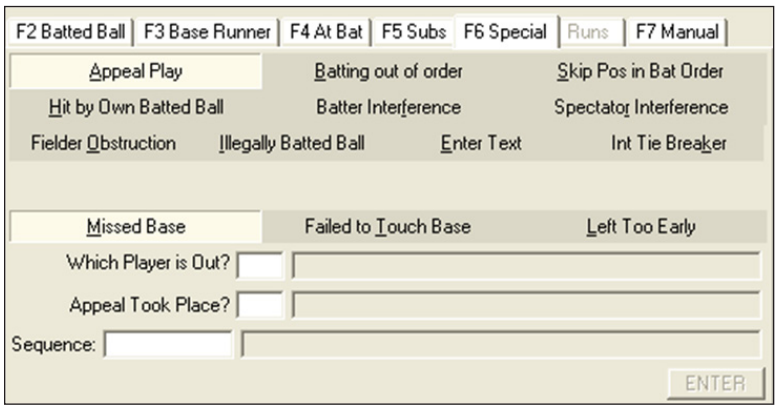


Figure 26: *Special*

Runs

At the end of each half inning, the **Runs** tab (**Figure 27**) will appear. Here runs must be assigned to the appropriate pitcher(s) or to the team.

- *Earned* – Any run for which the pitcher is held accountable, such as a run scored as a result of normal pitching, and not due to fielding error.
- *Unearned* - Any run scored as a result of a fielding error.
- *Team Unearned* – The inning should be over except for errors, and the relief pitcher allows an earned run.

> **Note:** *Earned* and *Unearned* runs for each pitcher must equal the amount of runs scored in the inning or it will not be possible to leave the screen.

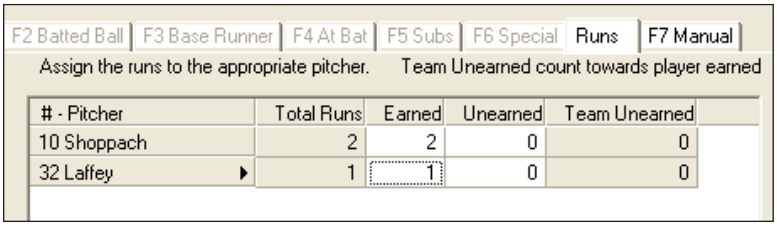


Figure 27: *Runs*

Manual Mode

Use the **Manual** tab (**Figure 28**) to manually enter game stats if sending scoring data to scoreboards and displays live during a game. Refer to the **DakStats Baseball Software Display Manual (**DD1533474**)** for more information.

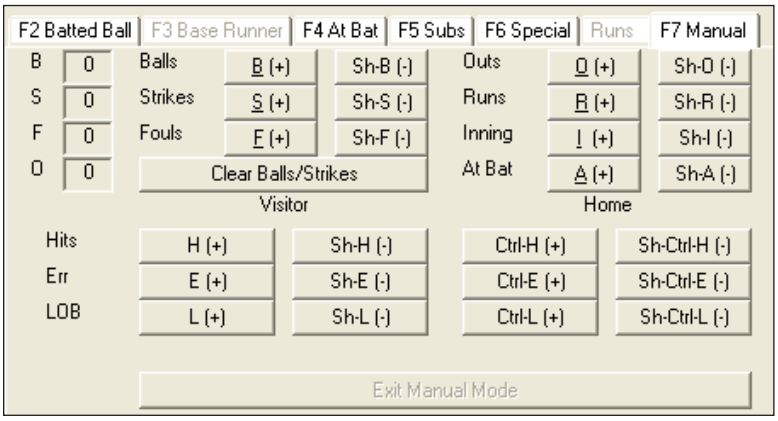


Figure 28: *Manual*

Edit Menu

Use the **Edit** menu to manually edit stats or the play commentary, rebuild stats, check for errors, and find a play. Play by play can be edited simply by clicking on a previous play and making the appropriate changes.

> **Note:** None of the **Edit** menu commands are available for Box scoring modes.

Add or Insert a Ball & Add or Insert a Decrement Ball

If a ball (or decrement ball) needs to be added or inserted to the play commentary, use the **Edit** menu to add and insert them. When a Decrement Ball is inserted, it removes a ball from the count, and this is noted in the commentary.

1. Select the play from the Play-by-play commentary where the ball/decrement ball should be added or inserted.
2. Click **Edit** and select **Add Ball**, **Insert Ball**, **Add Decrement Ball**, or **Insert Decrement Ball**. The ball/decrement ball will be automatically added or inserted depending on the option selected.

Add or Insert a Strike & Add or Insert a Decrement Strike

If a strike (or decrement strike) needs to be added or inserted to the play commentary, use the **Edit** menu to add and insert them. When a Decrement Strike is inserted, it removes a strike from the count, and this is noted in the commentary.

1. Select the play from the Play-by-play commentary where the strike/decrement strike should be added or inserted.
2. Click **Edit** and select **Add Strike**, **Insert Strike**, **Add Decrement Strike**, or **Insert Decrement Strike**. The strike/decrement strike will be automatically added or inserted depending on the option selected.

Delete Ball/Strike

1. Select the ball or strike to delete in the Play by play Script.
2. Go to **Edit > Delete Ball/Strike**.

Delete Last Play

There are two ways to delete the last play entered from the game commentary:

- Go to **Edit > Delete Last Play**.
- Click the **Delete Last Play** button on the main toolbar.

Insert a Substitution for the Home or Visiting Team

The **Edit** menu may be used to insert a home/visitor substitution in the play commentary.

1. Select the play where the substitution occurred.
2. Select the **Insert Home Substitution** or **Insert Visitor Substitution** option from the **Edit** menu.
3. Click **Substitution - No Change** in the commentary, and use the **Subs** tab to sub out the appropriate player(s).
4. Click or press **Enter** when finished, or click **Cancel** to discard the changes.

Add or Edit Play Commentary

1. Select the play to add to or edit in the Play by play Script.
2. Go to **Edit >Add/Edit Play Commentary**.
3. In the *Add Commentary to Play* window (**Figure 29**), type in the text desired to be used in the play-by-play report.

Figure 29: *Add Commentary to Play*

Rebuild Stats

Rebuild stats by one play at a time or the entire game at once. Be sure to rebuild the stats after editing previous plays. Ensure no plays are selected, and then go to **Edit > Rebuild Stats** (**Figure 30**).

- Click **Step** to rebuild one play at a time. The **Step** button will have to be clicked every time to move on to the next play.
- Click the **Go** button to begin rebuilding the entire game.

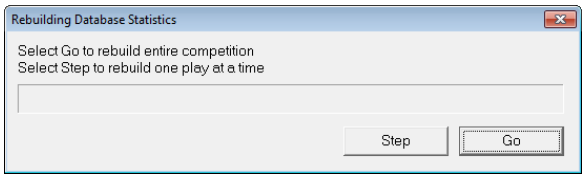


Figure 30: *Rebuilding Database Statistics*

Check for Errors

Check a game for statistical errors by going to **Edit > Error Check**.

Edit the Pitch Count

This option is only needed for RTD purposes if live scoring data is being sent to scoreboards and/or message centers during a game. Refer to the **DakStats Baseball Software Display Manual (**DD1533474**)** for more information.

Restart the Commentary

The **Restart From** option will delete all commentary following a selected play.

Note: This action cannot be undone!

1. Select the play where the play commentary should restart.
2. Go to **Edit > Restart From**.
3. Click **Yes** to delete all plays after the play selected, or click **No** to cancel.

Game Control Menu

Use the **Game Control** menu to end a game, enter the winning, losing, and saving pitchers, set game duration, check for statistics balance, and export XML files.

Game Finished

1. At the end of a game, go to **Game Control > Game Finished**.
2. On the *Game Finish* window (**Figure 31**), select the *Winner*, *Loser*, and *Save* pitchers.
3. If it is not already entered, enter the *Start Time*.
4. Click **Recalculate Duration** to calculate the total length of the game.
5. Update *Standings* as needed. Click **Calculate** to get *Win %*.

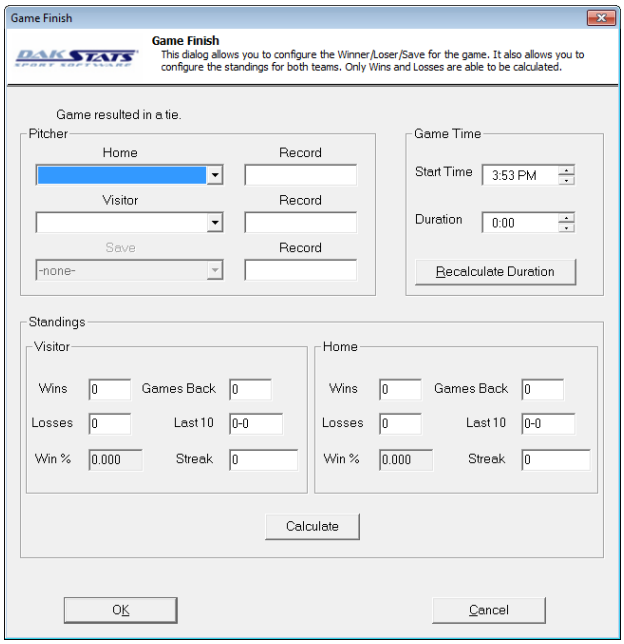


Figure 31: *Game Finish*

Update Team Win/Loss Records and Duration

After entering the finished game pitcher information, the program will ask to update the Team Win/Loss Records or Game Duration. Click **No** to skip the screen, or click **Yes** to update the information. If **Yes** is clicked, the *Game Information* window (**Figure 8**) will appear to update any game information shown.

Balance Stats

Go to **Game Control > Balance** or click the balance button to have DakStats Baseball check to ensure all statistics are properly balanced. A green check mark means stats are correctly balanced, while a red X indicates an issue to be resolved.

Export Game as XML File

In some instances, teams may need to export games as XML files to send to various media outlets. Refer to **Exporting Games as XML Files (p.39)** for more information.

View Menu

Use the **View** menu to configure the in-game layout of the application screen.

Toolbars

- Go to **View > Toolbar** to enable/disable the main toolbar. Refer to **Main Toolbar (p.13)**.
- Go to **View > Quick Display Toolbar** to enable/disable the Quick Display buttons. Refer to **Quick Display (p.46)**.
- Go to **View > Auto Advance Baserunners Toolbar** to allow the automatic advance baserunners after certain plays. Refer to **Auto Advance (p.20)**.
- Go to **View > Pause/Resume Outputs Toolbar** to pause and resume Real-Time Data output from DakStats. Refer to the **DakStats Baseball Software Display Manual (**DD1533474**)** for more information.

Entry Modes

Click **View** and then select which mode to switch to: **Box Score by Inning**, **Box Score by Game**, or **Play by Play**.

> **Note:** Once a game is switched to a Box mode, any changes made to statistics will cause the game to remain in Box mode. Games in Box mode cannot be changed back to Play by Play. A warning message will appear to confirm the permanent change in scoring mode.

Rosters & Statistics

Click **View** and select which rosters and statistics to view on the screen (Box Mode Only): **Home Team Only ([F10])**, **Visiting Team Only ([F11])**, or **Both Teams ([F12])**.

Box Mode

There are two options for entering statistics in box mode: enter stats in **Box Score by Inning** (**Figure 32**), or **Box Score by Game**. The difference between the two is that box score by inning separates game statistical totals into innings (2 doubles in third inning) whereas in box score by game, the statistical totals are one lump sum (5 doubles during the whole game).

> **Note:** Most of the column headings in Box Mode contain abbreviations. To see what these abbreviations stand for, place the cursor over each heading for a moment.

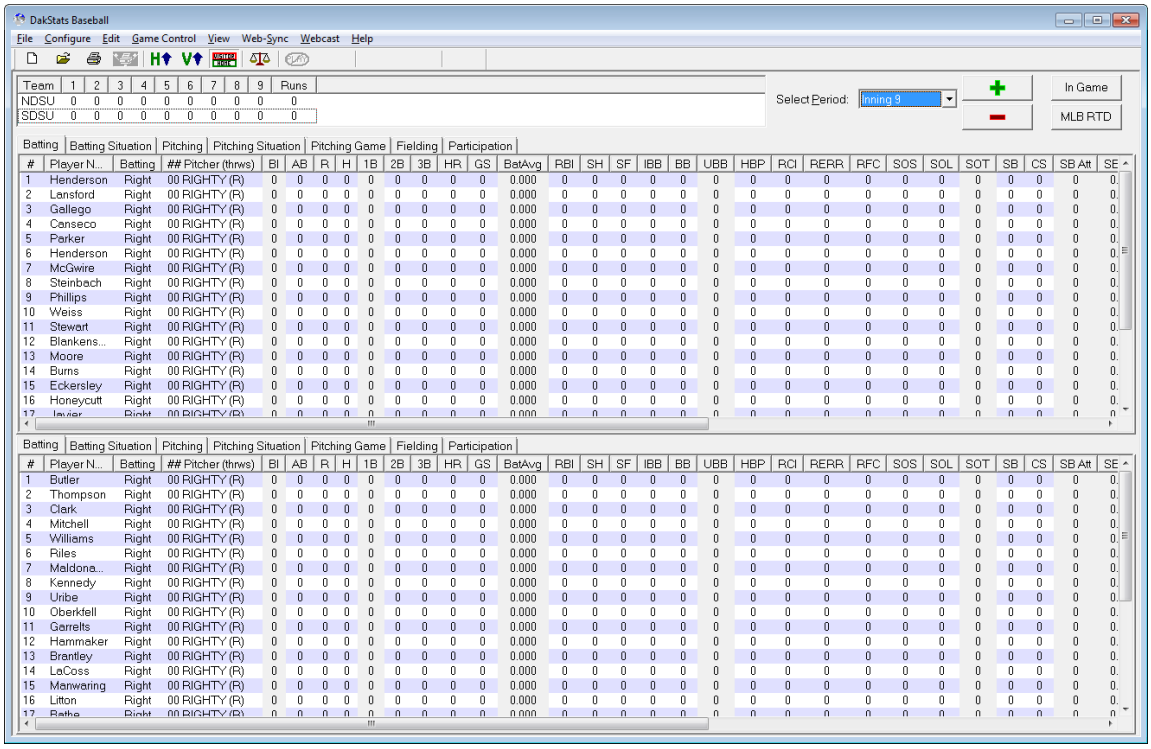


Figure 32: *Box Mode Score by Inning*

> **Note:** To add extra innings, be sure to set the correct number in the Game Information window (**Figure 33**).

Figure 33: *Extra Innings*

Starters/Subs

Click the **In Game** button to access the Subs and Starters (**Figure 34**).

1. Select a tab with the team abbreviation.
2. Click on a player from the team roster on the left, and then click **Add Starter**.
3. Select a position for the player under the *POS* heading.
4. To quickly swap one player for another, select both players in each list, and then click the switch button .

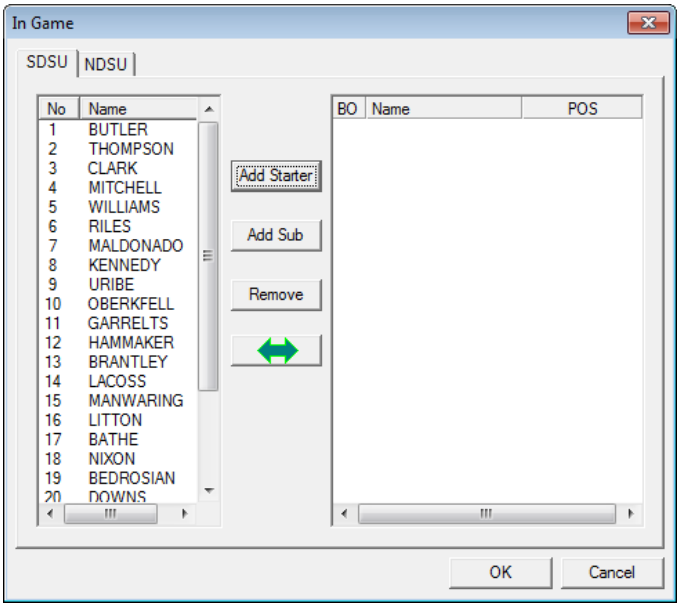


Figure 34: *In Game*

MLB RTD

The MLB RTD button is used to format the box score game as a Season Stats game for outputting RTD to displays if it is not possible to download the current season stats. Refer to the **Daktronics GameDay Baseball Software Operations Manual (**ED-13979**)** or the **MLB GameDay Quick Guide (**DD1485958**)** for more information.

Statistic Tabs

Box Score mode contains 7 different tabs with different statistics to track, as described in the following sections. All of the statistics are edited in the same manner:

1. If using Box Score by Inning, select the inning under *Select Period*.
2. Select the stat under the appropriate heading for a player.
3. Type in the stat and press **[Enter]**, or click the green plus button or red minus button at the top of the screen to add to or subtract from the stats, respectively.

Batting Tab

The **Batting** tab, as shown in **Figure 32**, contains batting statistics for each player. Use this tab to update hits, singles, doubles, homeruns, etc. Certain stats, such as the player's batting average, will automatically update.

Batting Situation Tab

The **Batting Situation** tab (**Figure 35**) keeps track of batting statistics under situational circumstances, for example, the player's batting average against right handed pitchers.

Batting | Batting Situation | Pitching | Pitching Situation | Pitching Game | Fielding | Participation

#	Player Name	Batting	## Pitcher (thrws)	BI	L9 AB	L9 R	L9 H	L9 RBI	L9 BatAvg
1	Henderson	Right	00 RIGHTY (R)	0	0	0	0	0	0.000
2	Lansford	Right	00 RIGHTY (R)	0	0	0	0	0	0.000
3	Gallego	Right	00 RIGHTY (R)	0	0	0	0	0	0.000
4	Canseco	Right	00 RIGHTY (R)	0	0	0	0	0	0.000
5	Parker	Right	00 RIGHTY (R)	0	0	0	0	0	0.000
6	Henderson	Right	00 RIGHTY (R)	0	0	0	0	0	0.000
7	McGwire	Right	00 RIGHTY (R)	0	0	0	0	0	0.000
8	Steinbach	Right	00 RIGHTY (R)	0	0	0	0	0	0.000
9	Phillips	Right	00 RIGHTY (R)	0	0	0	0	0	0.000

Figure 35: *Batting Situation*

Pitching Tab

Use the **Pitching** tab (**Figure 36**) to enter pitching stats, such as walks and strike outs.

Batting | Batting Situation | Pitching | Pitching Situation | Pitching Game | Fielding | Participation

#	Player N...	## Batter	Batted	BI	TM PO	IP	UR	ER	TURPER	TR	ERA
1	Henderson	00 RIG...	Right	0	0	0	0	0	0	0	0.000
2	Lansford	00 RIG...	Right	0	0	0	0	0	0	0	0.000
3	Gallego	00 RIG...	Right	0	0	0	0	0	0	0	0.000
4	Canseco	00 RIG...	Right	0	0	0	0	0	0	0	0.000
5	Parker	00 RIG...	Right	0	0	0	0	0	0	0	0.000
6	Henderson	00 RIG...	Right	0	0	0	0	0	0	0	0.000
7	McGwire	00 RIG...	Right	0	0	0	0	0	0	0	0.000
8	Steinbach	00 RIG...	Right	0	0	0	0	0	0	0	0.000
9	Phillips	00 RIG...	Right	0	0	0	0	0	0	0	0.000

Figure 36: *Pitching*

Pitching Situation Tab

Use the **Pitching Situation** tab (**Figure 37**) to enter statistics regarding situational information for pitchers, such as averages against right handed batters.

Batting | Batting Situation | Pitching | Pitching Situation | Pitching Game | Fielding | Participation

#	Player N...	## Batter	Batted	BI	IR	IRS
1	Henderson	00 RIG...	Right	0	0	0
2	Lansford	00 RIG...	Right	0	0	0
3	Gallego	00 RIG...	Right	0	0	0
4	Canseco	00 RIG...	Right	0	0	0
5	Parker	00 RIG...	Right	0	0	0
6	Henderson	00 RIG...	Right	0	0	0
7	McGwire	00 RIG...	Right	0	0	0
8	Steinbach	00 RIG...	Right	0	0	0
9	Phillips	00 RIG...	Right	0	0	0

Figure 37: *Pitching Situation*

Pitching Game Tab

Use the **Pitching Game** tab (**Figure 38**) to enter game statistics for pitchers, such as wins, losses, and saves.

Batting | Batting Situation | Pitching | Pitching Situation | Pitching Game | Fielding | Participation

#	Player N...	GP	ST	RL	GF	CG	SHO	CBO	Win	Loss	Tie	Save	Hold
1	Henderson	0	0	0	0	0	0	0	0	0	0	0	0
2	Lansford	0	0	0	0	0	0	0	0	0	0	0	0
3	Gallego	0	0	0	0	0	0	0	0	0	0	0	0
4	Canseco	0	0	0	0	0	0	0	0	0	0	0	0
5	Parker	0	0	0	0	0	0	0	0	0	0	0	0
6	Henderson	0	0	0	0	0	0	0	0	0	0	0	0
7	McGwire	0	0	0	0	0	0	0	0	0	0	0	0
8	Steinbach	0	0	0	0	0	0	0	0	0	0	0	0
9	Phillips	0	0	0	0	0	0	0	0	0	0	0	0

Figure 38: *Pitching Game*

Fielding Tab

Use the **Fielding** tab (**Figure 39**) to enter statistics regarding defense and fielding, such as errors and catches.

Batting | Batting Situation | Pitching | Pitching Situation | Pitching Game | Fielding | Participation

#	Player N...	## Pitcher	PO	A	E	TC	F PCT	CI	OBS	DP	TP	RCS	BA	PB
1	Henderson	00 RIGH...	0	0	0	0	0.000	0	0	0	0	0	0	0
2	Lansford	00 RIGH...	0	0	0	0	0.000	0	0	0	0	0	0	0
3	Gallego	00 RIGH...	0	0	0	0	0.000	0	0	0	0	0	0	0
4	Canseco	00 RIGH...	0	0	0	0	0.000	0	0	0	0	0	0	0
5	Parker	00 RIGH...	0	0	0	0	0.000	0	0	0	0	0	0	0
6	Henderson	00 RIGH...	0	0	0	0	0.000	0	0	0	0	0	0	0
7	McGwire	00 RIGH...	0	0	0	0	0.000	0	0	0	0	0	0	0
8	Steinbach	00 RIGH...	0	0	0	0	0.000	0	0	0	0	0	0	0
9	Phillips	00 RIGH...	0	0	0	0	0.000	0	0	0	0	0	0	0

Figure 39: *Fielding*

Participation Tab

The **Participation** tab (**Figure 40**) shows how many games players have played and started in.

Batting | Batting Situation | Pitching | Pitching Situation | Pitching Game | Fielding | Participation

#	Player N...	Played	Started
1	Henderson	0	0
2	Lansford	0	0
3	Gallego	0	0
4	Canseco	0	0
5	Parker	0	0
6	Henderson	0	0
7	McGwire	0	0
8	Steinbach	0	0
9	Phillips	0	0

Figure 40: *Participation*

6 Creating Reports

DakStats Baseball allows viewing and printing a variety of reports to help assess player and team statistics. The reports are produced as HTML files for easy transfer and email.

In-Game Reports

Game reports may be printed when a game is finished or while it is still open.

> **Note:** By "print" it is meant that the reports are generated as HTML files that can be opened in an Internet browser and then sent to a printer.

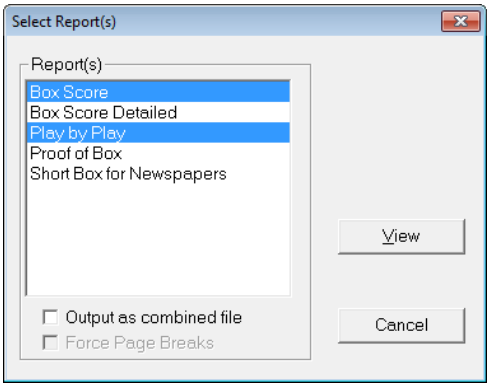


Figure 41: *Select Report*

To print in-game reports:

1. Go to **File > Print In Game**.
2. In the *Select Report(s)* window (**Figure 41**), check one or more of the report types.
   - Check **Output as combined file** to show all reports on a single page. Combined reports will also have links back to the top of the page under each section.
   - Check **Force Page Breaks** to ensure each report appears on its own sheet of paper when printed out.
3. Click **View** to open the report(s) in the default Internet browser, or click **Cancel** to avoid creating the report(s).
4. Typically, going to **File > Print** within the Internet browser will create a hardcopy printout of the report.

Spray Chart Printouts

Print spray charts for each batter on one or both teams (Play-by-play mode only).

1. Go to **File > Print Spray Chart**.
2. In the *Print Spray Chart* window (**Figure 42**), select which team's report to print.
3. Click on the pitcher name(s) to print. Clicking again will deselect. Check the **All Pitchers** checkbox to select every pitcher for the team.
4. Select the **Safe Hit** and **Out Hit** colors if desired. Click **Set defaults** to reset.
5. Enter descriptive *Report Titles*.
6. Click **View** to open the spray charts in the default Internet browser.
7. Typically, going to **File > Print** within the Internet browser will create a hardcopy printout of the report.
8. Click **Done** when finished.

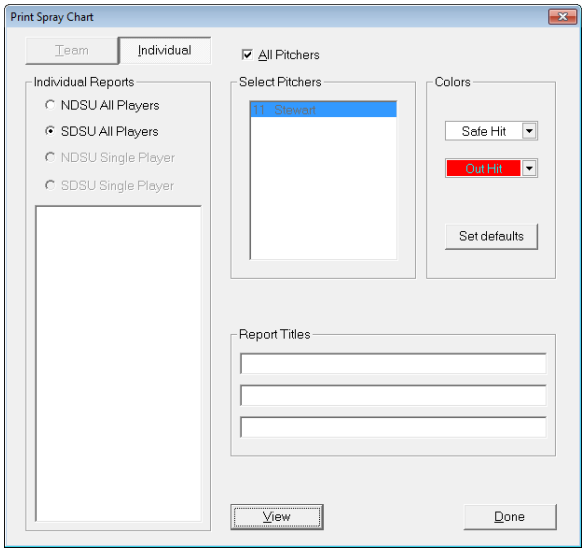


Figure 42: *Print Spray Chart*

Season Reports

To print reports containing statistics from entire seasons:

1. Go to **File > Print Season** to open the *Printouts* window (**Figure 43**).
2. On the **Competitions** tab, select the **Team Reports** sub-tab.
3. Select the *Season*.
4. Select the *Team*.
5. Select the *Games*:
   - **All**
   - **Home**
   - **Away**
   - **Neutral**
   - **Conference**
   - **Non-Conference**
   - **Other** – use to select specific games; click **Clear List** to deselect all games

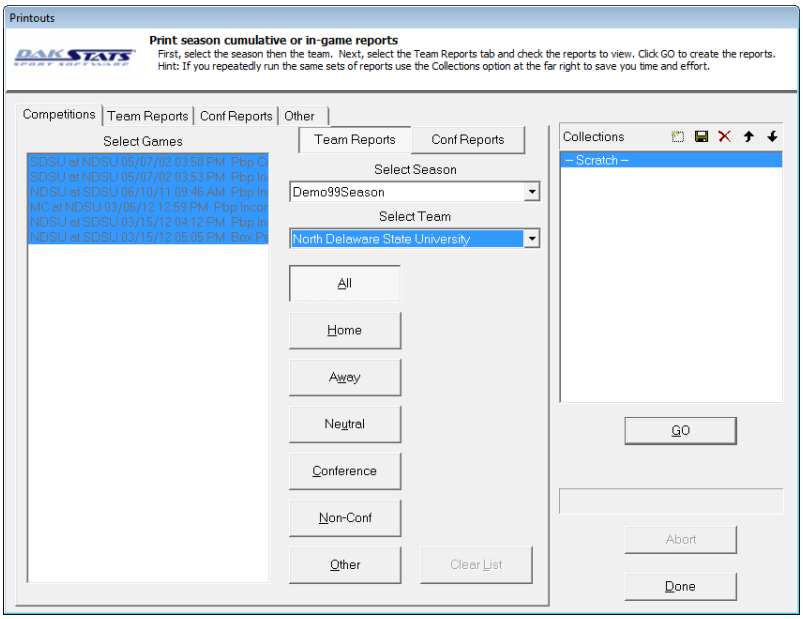


Figure 43: *Printouts - Competitions*

6. Click the **Team Reports** tab (**Figure 44**), and then select the desired reports to print.

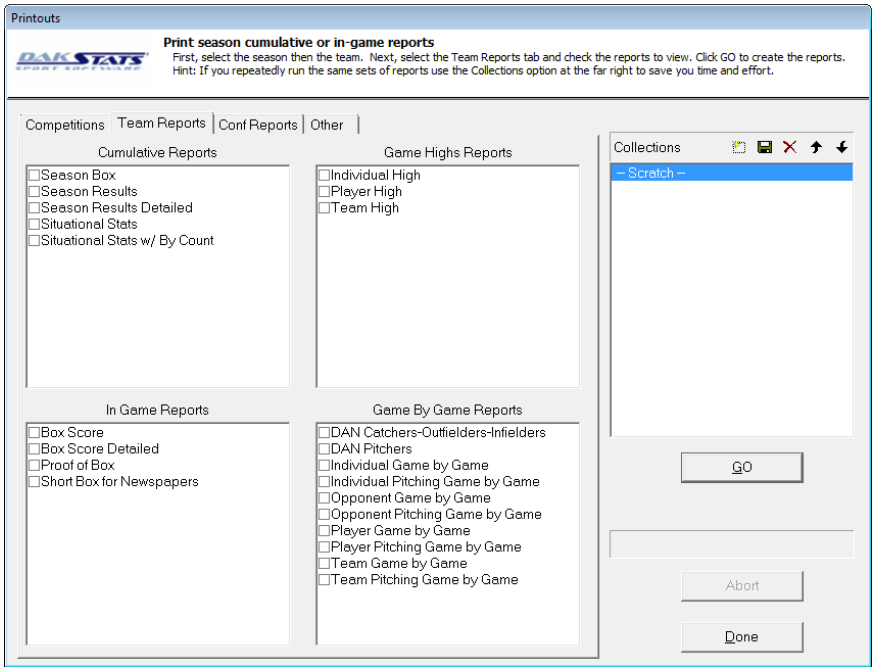


Figure 44: *Printouts - Team Reports*

7. Click the **Other** tab to view additional report options, such as the directory where they are saved and their titles.
8. Click **GO**, and a list of reports will appear in the default Internet browser (**Figure 45**).

Game By Game

Stats | Individual

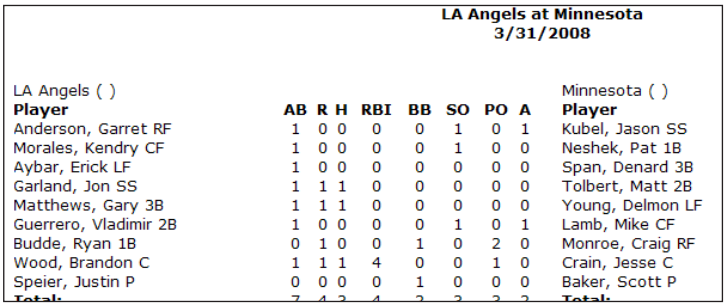
Game Results

Date	Time		Opponent	Score	Stats
03/31/08	6:10 PM	h	LA Angels	4-4	Box
04/09/08	7:11 PM	a	Chi White Sox	0-0	Box
04/18/08	1:00 AM	h	Cleveland	0-0	Box
04/18/08	7:10 PM	h	Cleveland	0-0	Box

Figure 45: *List of Reports*

> **Note:** If any report is selected that asks for individual results (i.e. **Individual Game by Game**) a screen with the team roster will appear, asking for an individual player to be selected. Select a player and click **Select** to continue generating the report(s).

9. Click a link, and a stat printout will appear (**Figure 46**).



LA Angels at Minnesota
3/31/2008

LA Angels ( ) Player	AB	R	H	RBI	BB	SO	PO	A	Minnesota ( ) Player
Anderson, Garret RF	1	0	0	0	0	1	0	1	Kubel, Jason SS
Morales, Kendry CF	1	0	0	0	0	1	0	0	Neshek, Pat 1B
Aybar, Erick LF	1	0	0	0	0	0	0	0	Span, Denard 3B
Garland, Jon SS	1	1	1	0	0	0	0	0	Tolbert, Matt 2B
Matthews, Gary 3B	1	1	1	0	0	0	0	0	Young, Delmon LF
Guerrero, Vladimir 2B	1	0	0	0	0	1	0	1	Lamb, Mike CF
Budde, Ryan 1B	0	1	0	0	1	0	2	0	Monroe, Craig RF
Wood, Brandon C	1	1	1	4	0	0	1	0	Crain, Jesse C
Speier, Justin P	0	0	0	0	1	0	0	0	Baker, Scott P
Total:	7	4	3	4	2	3	3	2	**Total:**

Figure 46: *Statistic Printout*

10. Typically, going to **File > Print** within the Internet browser will create a hardcopy printout of the report.

11. Click the browser's **Back** button to return to other report links, if necessary.

Printing Conference Season Reports

1. Go to **File > Print Season** to open the *Printouts* window (**Figure 43**).
2. On the *Competitions* tab, select the **Conf Reports** sub-tab.
3. Select the *Season*.
4. Select the *Conference*.
5. Select the *Games*:
   - **All**
   - **Home**
   - **Away**
   - **Neutral**
   - **Conference**
   - **Non-Conference**
   - **Other** – use to select specific games; click **Clear List** to deselect all games

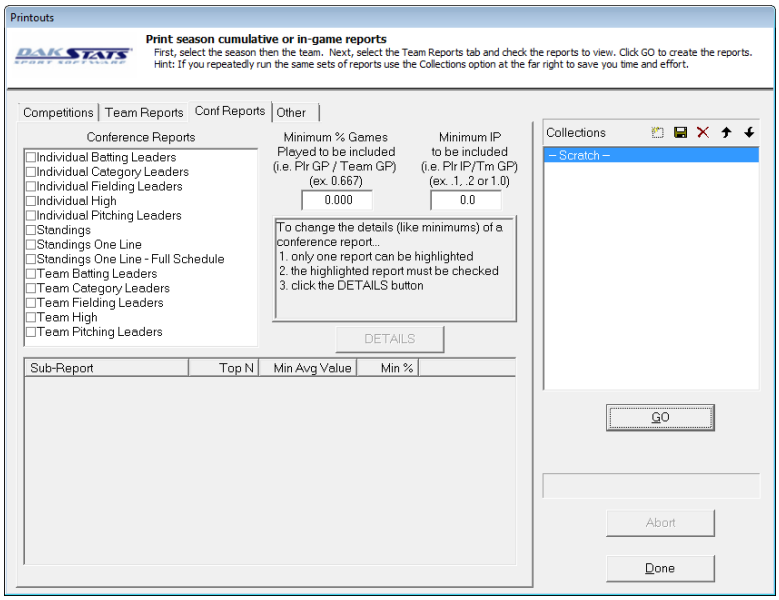


Figure 47: *Printouts - Conference Reports*

6. Click the **Conf Reports** tab (**Figure 47**).
7. Select the *Conference Reports*.
8. Click the **Other** tab to view additional report options, such as the directory where they are saved and their titles.
9. Click **GO**, and a list of reports will appear in the default Internet browser.
10. Click a link, and a stat printout will appear.
11. Typically, going to **File > Print** within the Internet browser will create a hardcopy printout of the report.
12. Click the browser's **Back** button to return to other report links, if necessary.

Creating Collections

Collections are used to save lists of the most commonly used reports.

1. Click the button next to the word *Collections* on the right side of the screen (**Figure 48**).

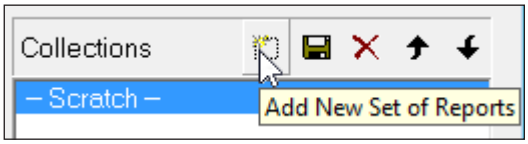


Figure 48: *Collections*

2. In the window that appears, type in a descriptive name for the collection of reports.
3. Select the desired reports as described above.
4. Click the **Save** button to assign the reports to the collection. The types of reports within a collection can be changed at any time; just be sure to save the changes.
5. Click the red **X** to completely delete the collection. A confirmation message will appear asking to verify the deletion. **This action cannot be undone!**
6. Right-click a collection to **Rename**, **Save**, **Save As**, **Delete**, or **Add New**.

Print Career Reports

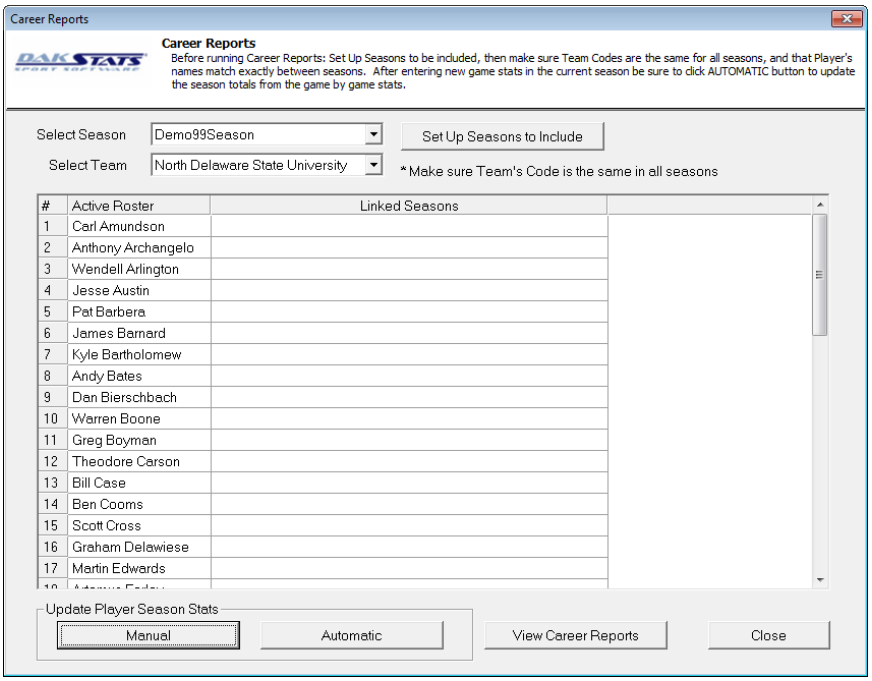
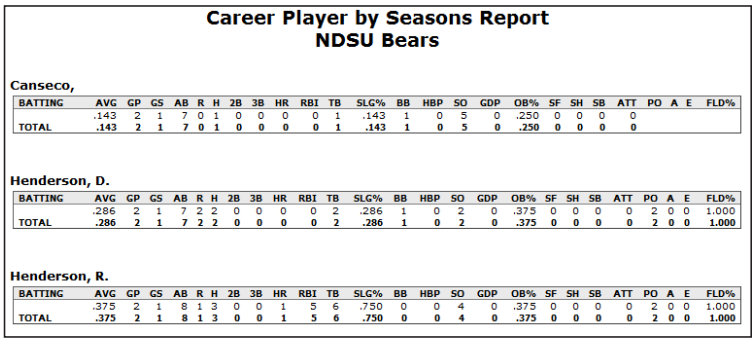


Figure 49: *Career Reports*

1. Go to **File > Print Career Reports** to open the *Career Reports* window (**Figure 49**).
2. Click **Set Up Seasons to Include**.
   a. Assign each season a short *Print Name*.
   b. Number the seasons in the order they should be displayed, using "0" for any season to omit from the report.
   c. Click **Close**.
3. Select a *Season* and a *Team*.
4. Click **Automatic** to automatically update the season totals, or click **Manual** to update each statistic using a stat chart.
5. Click **View Career Reports**.



Career Player by Seasons Report
NDSU Bears

Canseco,

BATTING	AVG	GP	GS	AB	R	H	2B	3B	HR	RBI	TB	SLG%	BB	HBP	SO	GDP	OB%	SF	SH	SB	ATT	PO	A	E	FLD%
	.143	2	1	7	0	1	0	0	0	0	1	.143	1	0	5	0	.250	0	0	0	0				
TOTAL	.143	2	1	7	0	1	0	0	0	0	1	.143	1	0	5	0	.250	0	0	0	0				

Henderson, D.

BATTING	AVG	GP	GS	AB	R	H	2B	3B	HR	RBI	TB	SLG%	BB	HBP	SO	GDP	OB%	SF	SH	SB	ATT	PO	A	E	FLD%
	.286	2	1	7	2	2	0	0	0	0	2	.286	1	0	2	0	.375	0	0	0	0	2	0	0	1.000
TOTAL	.286	2	1	7	2	2	0	0	0	0	2	.286	1	0	2	0	.375	0	0	0	0	2	0	0	1.000

Henderson, R.

BATTING	AVG	GP	GS	AB	R	H	2B	3B	HR	RBI	TB	SLG%	BB	HBP	SO	GDP	OB%	SF	SH	SB	ATT	PO	A	E	FLD%
	.375	2	1	8	1	3	0	0	1	5	6	.750	0	0	4	0	.375	0	0	0	0	2	0	0	1.000
TOTAL	.375	2	1	8	1	3	0	0	1	5	6	.750	0	0	4	0	.375	0	0	0	0	2	0	0	1.000

Figure 50: *Example Career Player by Seasons Report*

6. The *DakStats Career Reports* will appear in the default Internet browser.
   - To view a specific player's career reports, select the player from the list and click **View Single Player by Season**.
   - Select either **Player Career by Season** (**Figure 50**), **Player Career Totals**, or **Team Career by Season** to view each report.

Roster Printouts

1. Go to **Configure > Rosters** to open the *Configure Rosters* window (**Figure 51**).
2. Select the *Season* and *Team*.
3. Click **Print Roster** and the roster will appear in the default Internet browser.
4. Typically, going to **File > Print** within the Internet browser will create a hardcopy printout of the roster.

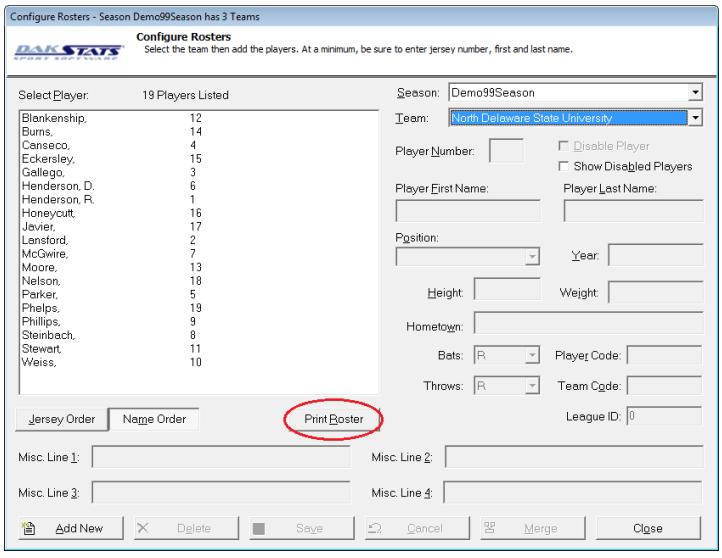


Figure 51: *Printing Rosters*

7 Importing & Exporting

Information can be exchanged electronically from any team or conference that uses DakStats Baseball by importing and exporting game files. This will eliminate the need to reenter rosters or statistics that have already been entered. It is also possible to import information to and from other third-party software applications.

Note: When importing or exporting, right-click a game to see the score and start time for that game (**Figure 52**). This makes games easier to identify when importing and for conference offices.

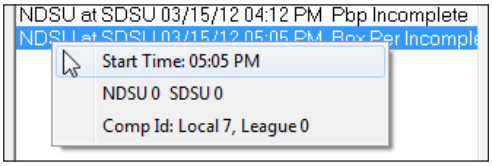


Figure 52: *Start Time & Score*

Importing Games

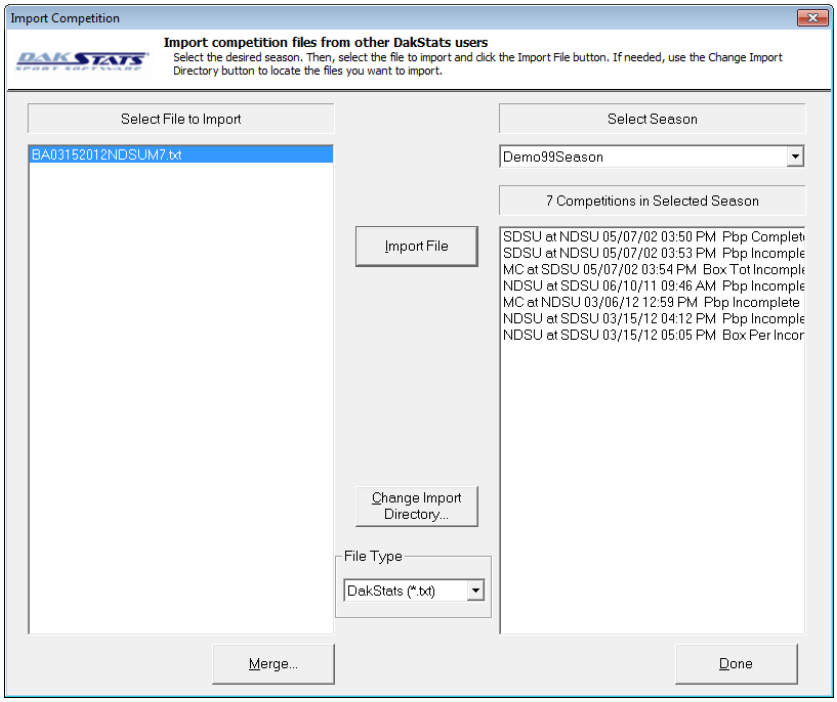


Figure 53: *Import Competition*

1. Go to **File > Import Game** to open the *Import Competition* window (**Figure 53**).
2. Select the *Season* in which to save the game file.
3. Click **Change Import Directory** to select the folder from which to import the file.
4. Select the *File Type* to look for in the selected folder:
   - **DakStats (*.txt)** – Text files generated from the DakStats program
   - **SC XML (*.xml)** – XML files generated from Stat Crew® programs
   - **ST CSV (*.csv)** – CSV files exported from other programs
   - **DakStats Pbp (*.pbx)** – Files generated from the DakStats program that include the entire play-by-play commentary

Note: After importing a PBX file, open the imported game and go to **Edit > Rebuild Stats**.

5. Select the game to be imported from the *Select File to Import* column, and then click **Import File**.

6. If a possible duplicate game is detected, the *Import Into* window will appear (**Figure 54**) with two choices:

   - Click **Import New Competition** to import the game as is.
   - Select the existing game from the list, and then click **Import Into Existing** to replace the game with the imported game.

   Note: Import Into Existing commands cannot be undone!

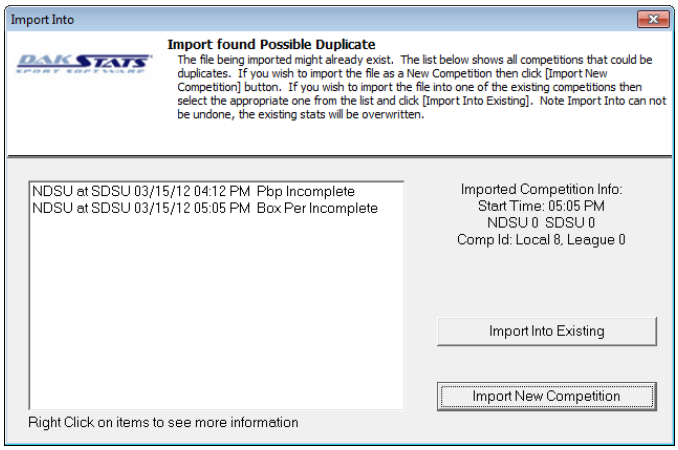


Figure 54: *Import Into*

Exporting Games

1. Go to **File > Export Game** to open the *Export Competition* window (**Figure 55**).

2. Select the *Season*, *Team*, and *Competition* to be exported.

   Note: The current save directory is shown at the bottom of the window. To change this location, click **Directory** and select the desired destination for the exported file.

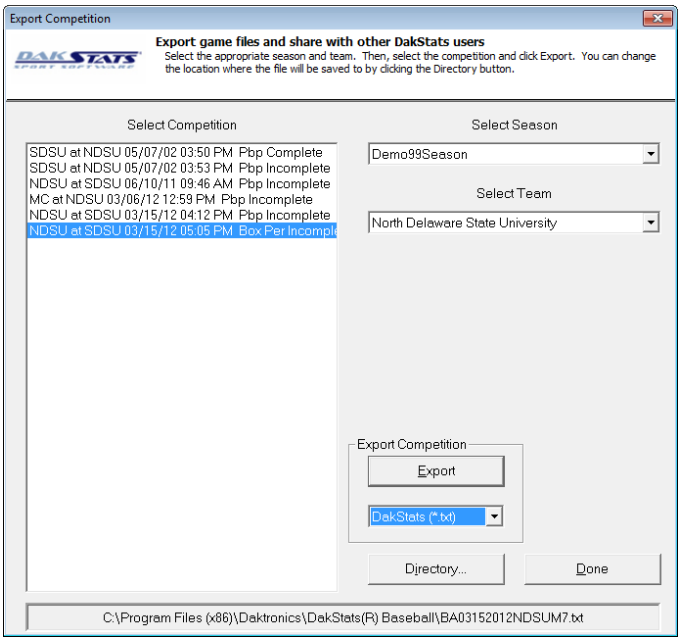


Figure 55: *Export Competition*

3. Click the drop-down arrow to select the type of file to export:

   - **DakStats (*.txt)** – Text files for use with DakStats programs
   - **DakStats Pbp (*.pbx)** – Files for use with DakStats programs that include the entire play-by-play commentary
   - **SC XML (*.xml)** – XML files for use with Stat Crew® programs
   - **ST CSV (*.csv)** – CSV files exported from other programs
   - **MaxPreps (*.txt)** – Text files for users of MaxPreps.com

4. Click **Export**.

5. With the game exported, it can now be emailed or burned to a disk for users of DakStats Baseball and other programs to import into their season.

Exporting Season Statistics

DakStats Baseball can export files containing season-to-date statistics to send to conference or league headquarters.

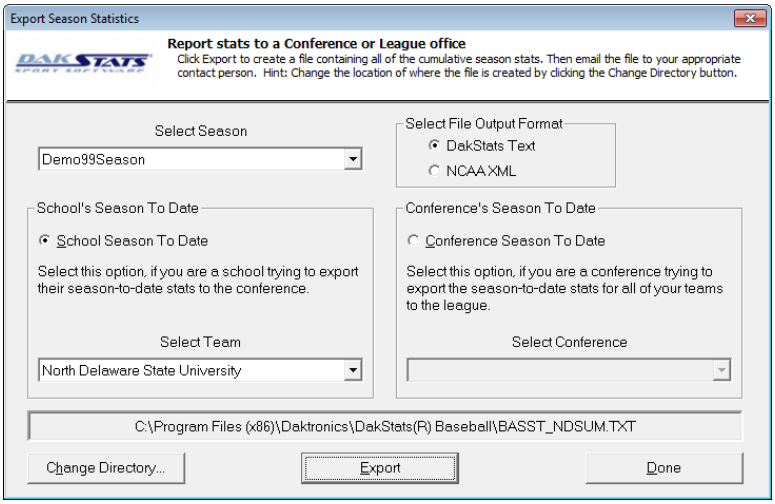


Figure 56: *Export Season Statistics*

1. Go to **File > Export Season to Date** to open the *Export Season Statistics* window (**Figure 56**).
2. Select the *Season* statistics to export.
3. Select the *File Output Format*.
   - **DakStats Text:** Select this format if the file will be imported into DakStats.
   - **NCAA XML:** Only NCAA schools will select this statistics format.
4. Select the type of *Season To Date*:
   - Select **School Season to Date** if the school is exporting the season to the conference.
   - Select **Conference Season to Date** if the conference is exporting statistics for all teams in the conference.
5. Select the desired *Team* or *Conference*.
6. The current directory is shown at the bottom of the window. Click **Change Directory**, and then select the desired destination for the exported file.
7. Click **Export**.

> **Note:** If the selected team does not have an assigned Team Code, it will not be possible to export the statistics. Refer to **Configure Teams (p.6)**.

8. With the season statistics exported, they can now be emailed or burned to a disk and given to the appropriate conferences.

Importing Stat Crew XML Seasons

Use this feature to import Stat Crew season XML files for both the home team and the visiting team to populate the season data for display purposes.

> **Note:** DakStats must be version 4.62 or higher to use the Import Season XML tool.

1. Go to **Configure > Configuration**. Set the *Season Stats* to **MLB Season Stats** (even though this is likely for a college team).
2. Go to **File > Import Season Stats**.
3. In the *Import Season Stats Files* window (**Figure 57**), select the desired season to import into from the *Season* dropdown menu.

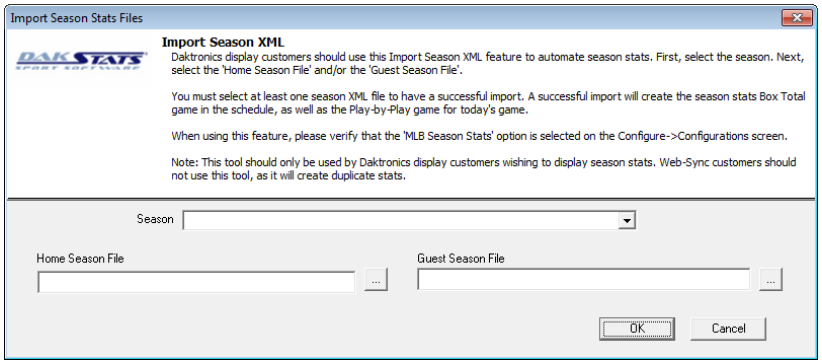


Figure 57: *Import Season Stats Files*

4. Click the **[...]** button under *Home Season File* and navigate to the home team's XML file. Select the desired file and click **Open**.
5. Click the **[...]** button under *Guest Season File* and navigate to the guest team's XML file. Select the desired file and click **Open**.
6. After selecting both teams' files, click **OK**.
7. DakStats will prompt to match up the teams in the XML files with those in the selected season database. In the *Please select the appropriate TEAM* window (**Figure 58**), note the team listed below the *Data from file being imported* section. If that team is also listed on the bottom half of the screen, highlight it and click **Select**. If that team is not listed, click **Add New**.

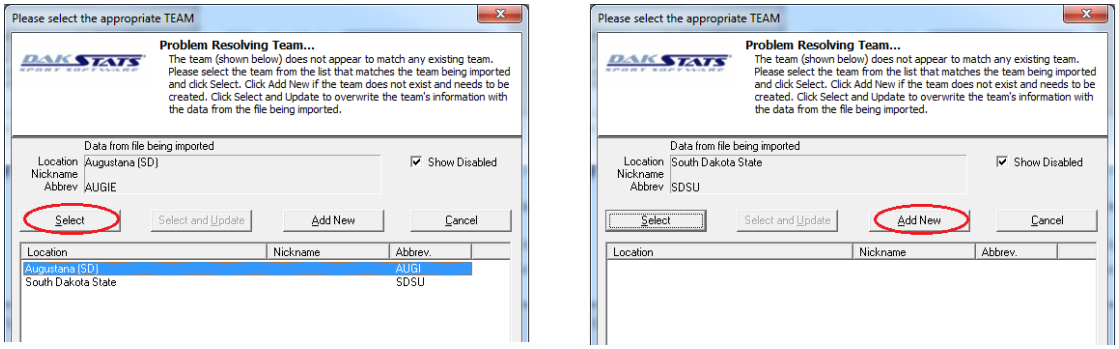


Figure 58: *Select Team or Add New*

8. The software may also prompt to match up players from within the season XML file with those in the selected season database, just like it did with teams. If the player listed on the top is also listed on the bottom, highlight the name and click **Select**. If the player is not listed on the bottom, click **Add New**.
9. Click **OK** after the *Import Season XML Files SUCCESSFUL!!!* message appears.

The import process will add two games to the chosen DakStats season, both on the day's date. One game will be labeled **Box Tot Complete** and contain the season stats for both teams. The other game will be labeled **PBP Not Started**; open this game to enter stats for the day's game. DakStats will add the stats entered into this game with those in the Box Tot game for season-to-date stats to be displayed.

> **Note:** When playing the same team on two concurrent days, it is not necessary to import a season file after the first day of play. Instead, change the date of the Box Tot game and the previously played game to be the day of the next game by going to **Configure > Games**. Next, click **Add New** to create a new Play-by-Play game for the day. As long as all 3 games are on the same day, DakStats will add the stats together for comprehensive season totals.

Importing Teams

Importing a team is a simple way to get another team's roster and data rather than having to manually type in all the information.

1. Go to **Configure > Teams**.
2. Select the *Season*.
3. Click **Import** in the bottom-right corner of the *Configure Teams* window (**Figure 59**).
4. Browse to the location of the file.
5. Select the team's file, and click **OK**.

Figure 59: *Import & Export Teams*

Exporting Teams

1. Go to **Configure > Teams**.
2. Select the *Season*.
3. Select the team to be exported.
4. Click **Export** in the bottom-right corner of the *Configure Teams* window (**Figure 59**).
5. **Save** the file with the team information to an easily accessible location, such as "My Documents" or the "Desktop".
6. With the team exported, it can now be emailed or burned to a disk for other DakStats Baseball users to import into their season.

Exporting Games as XML Files

It is possible to export a game as an XML file so that the file can be sent to other users who require game data in XML format.

> **Note:** There must be a game open to export a game as an XML file.

1. Go to **Game Control > Export Game as XML File**.
2. Navigate to an easily accessible location, such as "My Documents" or the "Desktop".
3. Enter a descriptive *File name*.
4. Click **Save**.
5. With the file exported, it can now be emailed or burned to a disk.

8 Additional Features & Settings

This section describes additional features and configuration settings within the DakStats Baseball application.

System Preferences

Use the *System Preferences* window to add, edit, delete, and update seasons, as well as repair, make and restore backups, and perform several other system management tasks. Go to **Configure > Seasons and System Preferences** (**Figure 60**).

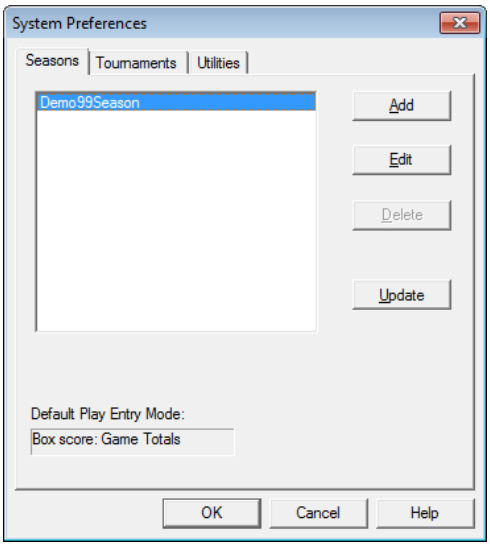


Figure 60: *System Preferences - Seasons*

Seasons

Use the **Seasons** tab on the *System Preferences* window to add and edit seasons. The following actions are available:

- To add a season, refer to **Creating a Season (p.5)**.
- To edit a season, select a season, and then click **Edit**.
- To delete a season, select the season, and then click **Delete**.
- To make sure the season is up-to-date with the software version, select a season, and then click **Update**.

> **Note:** The **Update** option is used to update any changes made in DakStats Baseball such as database field updates and modifications. If the database is not working properly, use the **Repair/Compact** command. Refer to **Utilities (p.41)**.

Tournaments

Use the **Tournaments** tab on the *System Preferences* window (**Figure 61**) to add, delete, or edit tournaments.

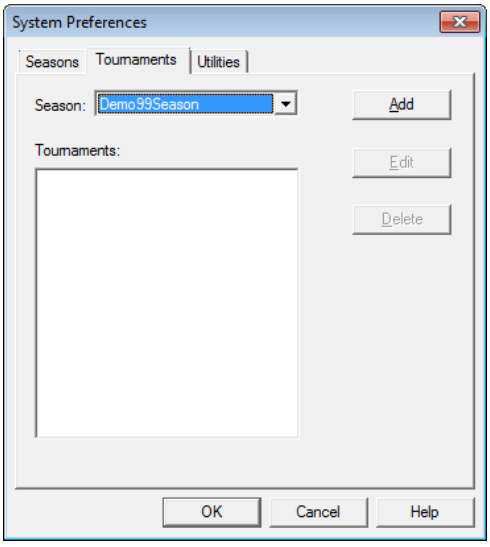


Figure 61: *System Preferences - Tournaments*

To Add a Tournament

1. Select a *Season*.
2. Click **Add**.
3. Type in a descriptive *Tournament Name*.
4. Click **OK**.

> **Note:** Click **Edit** to change the name of a selected tournament.

To Delete a Tournament

1. Select a *Season*.
2. Select a tournament to delete.
3. Click **Delete**.

Utilities

Use the **Utilities** tab on the *System Preferences* window (**Figure 62**) to manage season copies, repairs, and backup files.

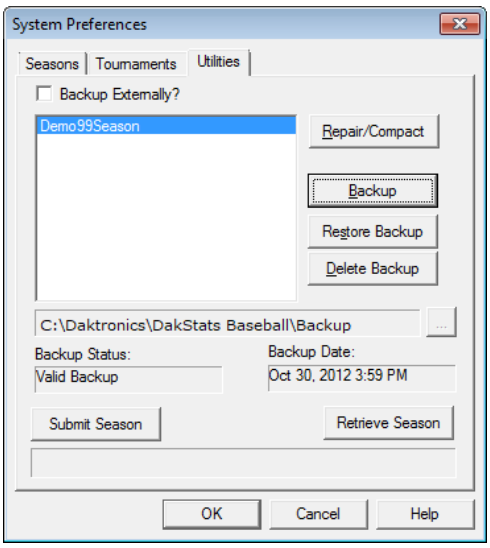


Figure 62: *System Preferences - Utilities*

1. Click the **Utilities** tab.
2. Select a season.
3. The following actions are available:
   - To repair or compact the season database, click **Repair/Compact**.
   - To make a backup copy of an entire season, click **Backup**.
   - To overwrite the current database with a previously backed up database, click **Restore Backup**.

     Note: Restore Backup commands cannot be undone!
   - To delete the backup copy of the season, click **Delete Backup**.
   - Check **Backup Externally** and select a different location to save the season backup. Use this feature in case of hard drive crashes or other unexpected computer problems. To change the external backup location later, click the **[…]** button.

If there are problems with a season, it is possible to submit the season to Daktronics so that a DakStats representative may examine the problem.

- Click **Submit Season** to upload a season to Daktronics.
- Be sure to write an email to Daktronics explaining the problem as clearly as possible.
- Click **Retrieve Season** to download a season that has been submitted to Daktronics.

Rules

1. Go to **Configure > Rules Configuration** to open the *Rules Configuration* window (**Figure 63**).
2. Select an available *Rules File* or season. There are 5 default rules files, and each created season also has its own rules.
3. Type in a new value for the *Number of Scheduled Innings* or the *Maximum Number of Batters* and check **RBI on Double Play** as needed.
4. Click **Save** to update the changes. If needed, click **Reset** to restore the default rules.
5. Click **Close** when finished.

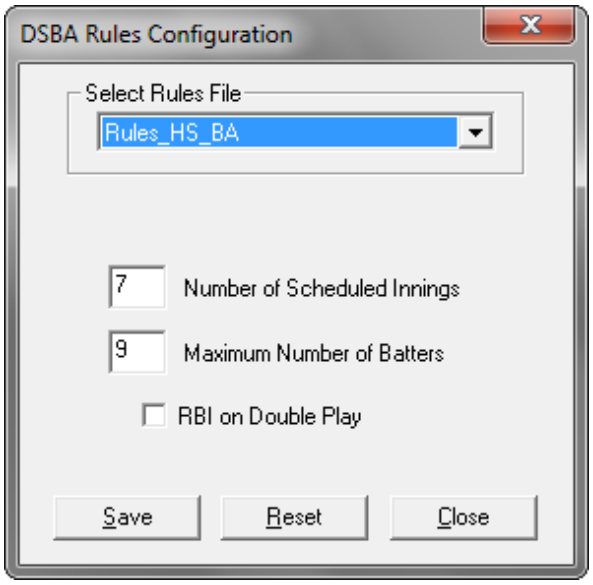


Figure 63: *Rules Configuration*

Configuring DakStats Baseball

Modify or update game and conference information at any time.

Modifying Games

Creating New Games (p.10) explains how to add a new game. To quickly modify an existing game:

1. Go to **Configure > Games**.
2. In the *Game Information* window (**Figure 64**), select the *Season* and *Game ID*, then add any information that was left blank when a game was first created, or update the rest of the information as needed.
3. Click **Save Game** to preserve the changes.

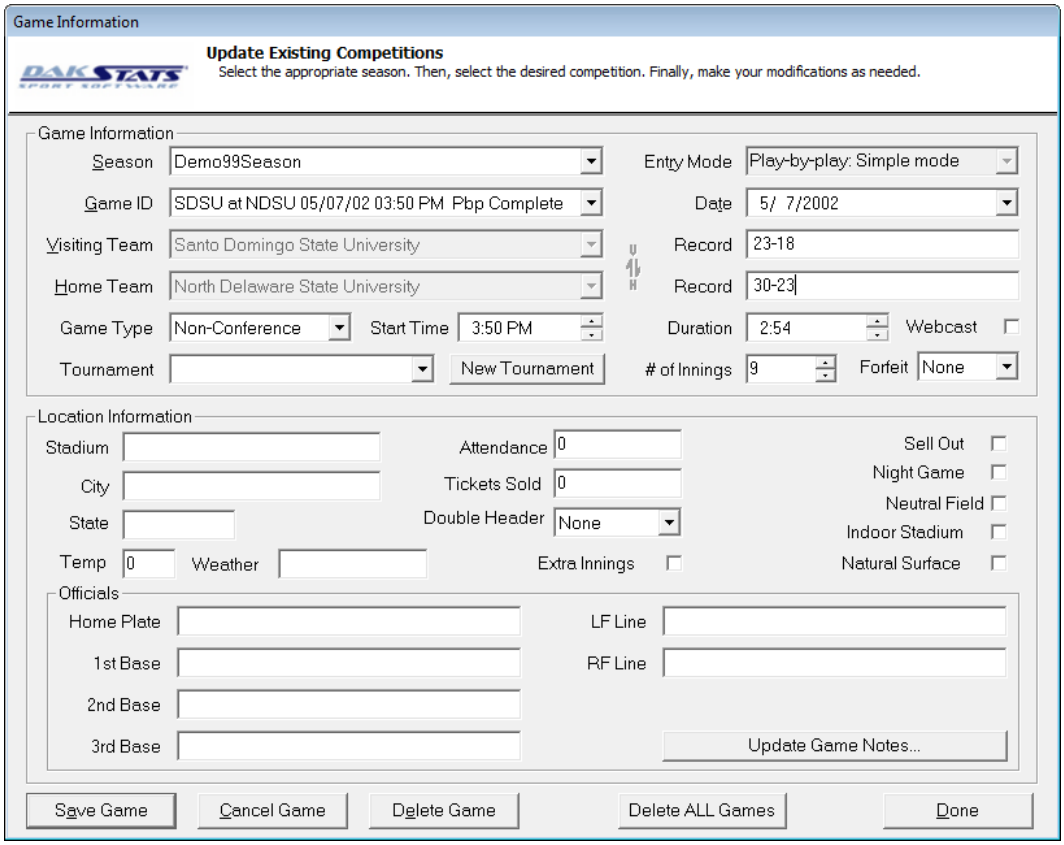


Figure 64: *Modifying or Updating a Game*

> **Note:** Use the **Update Game Notes** function to enter any additional game information not covered in the provided fields.

Configuring Conferences

Conferences allow teams to be grouped together for reporting purposes. Conferences are unique to each season, but one team can belong to multiple conferences. Go to **Configure > Conferences** to open the *Configure Conferences* window (**Figure 65**).

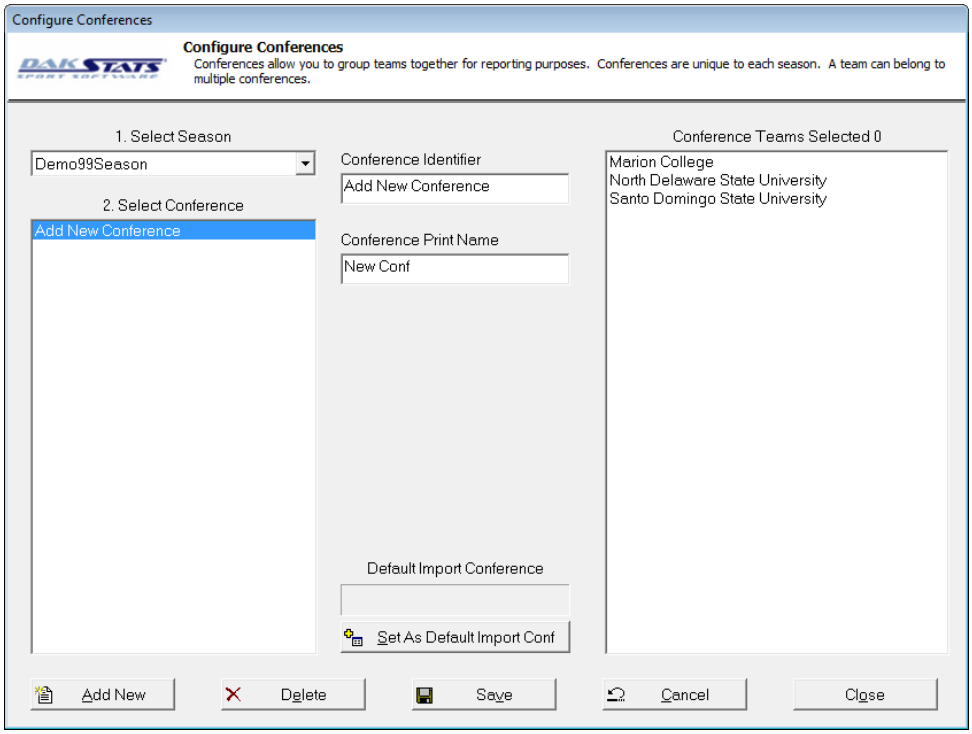


Figure 65: *Configure Conferences*

To Create a New Conference

1. Select a *Season* for the conference.
2. Click **Add New**.
3. Type the conference name under *Conference Identifier*.
4. Type the conference short name under *Conference Print Name*. This name is for reports.
5. If desired, click **Set As Default Import Conf** for conference offices importing season-to-date files.
6. Click **Save**.

To Configure a Conference

1. Select the *Season* of the conference.
2. Select the *Conference*.
3. Select which teams to include in the conference in the *Conference Teams Selected* box.
4. Click **Save**.

To Delete a Conference

1. Select the *Season* of the conference.
2. Select a *Conference*.
3. Click **Delete**.

Configurations

Go to **Configure > Configurations** to access the *Configurations* window (**Figure 66**). Use this window to adjust settings that affect how DakStats Baseball operates.

- Select the desired *Field Settings*.
- Select the desired type of *Season Stats*.
- Under *Batted Ball Setting*, check or uncheck **Start with Hit to Location**.
- Check whether or not to **Update Earned Runs with every Run Scored**.

For more information about the remaining settings on this screen, refer to the **DakStats Baseball Software Display Manual (**DD1533474**)**.

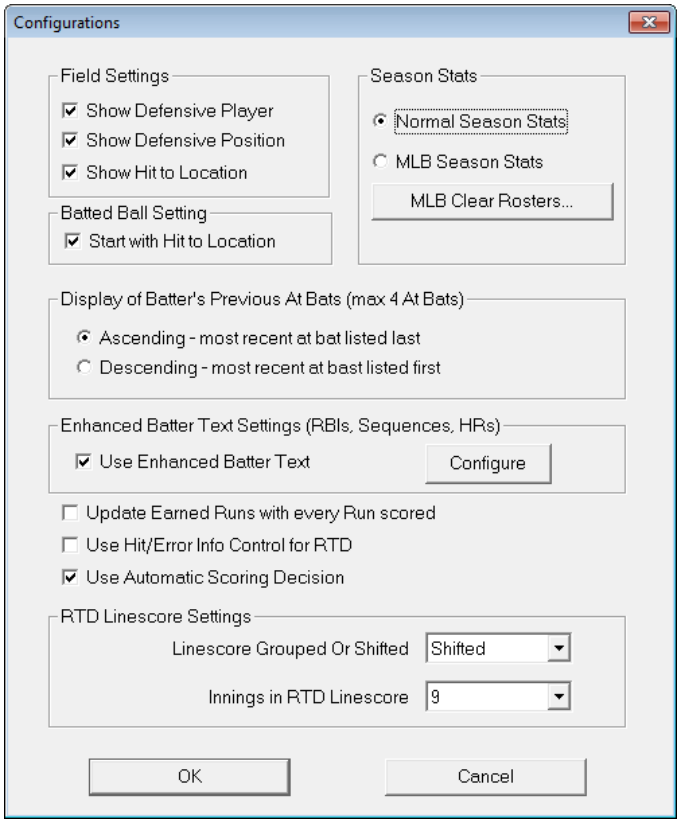


Figure 66: *Configurations*

MLB Clear Rosters

This action is used to delete every player from every team within a selected season.

Note: This action cannot be undone!

1. Click **MLB Clear Rosters** under *Season Stats* to open the *Clear Rosters* window (**Figure 67**).
2. Select a *Season*.
3. Click **Clear ALL Rosters**.

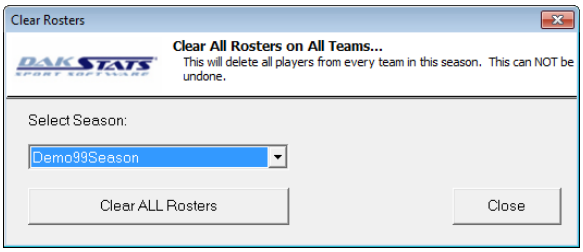


Figure 67: *Clear Rosters*

Batter & Scoring Text

Use the *Batter Text* and *Scoring Text* options (**Configure > Batter Text**; **Configure > Scoring Text**) to edit how the text appears for at bat and scoring outputs. This text is used for interfacing to electronic displays and for broadcasting games online. Refer to the **DakStats Baseball Software Display Manual (**DD1533474**)** for more information.

Auto Start Options

The **Auto Start Interface** and **Auto Start Hit Chart RTD** options in the **Configure** menu should only be checked when using the Daktronics Scoring-Timing Interface (DSTI) or other RTD interfaces to interface with a display. Refer to the **DakStats Baseball Software Display Manual (**DD1533474**)** for more information. Check **Output Season Xml** if instructed by a league office. This keeps an up-to-date XML file that certain leagues need to update their websites. Refer to **Appendix B**.

Player Messages

Player messages are informative notes about individual players that can be sent as RTD to displays. Refer to the **DakStats Baseball Software Display Manual (**DD1533474**)**.

Play Entry Button Colors

Use the *Set Play Entry Button Colors* window (**Figure 68**) to change the text and background colors for buttons, as well as to choose between a normal or flat button appearance.

1. Go to **Configure > Play Entry Button Colors**.
2. Choose the color of the text or background for *Normal Play Entry Buttons* selected and not selected, or choose the color of the text or background for *Special Play Entry Buttons* selected and not selected.
3. Uncheck **Flat Button Style** to give the buttons a 3D appearance.
4. Click **Restore Defaults** to return the buttons to their original settings, or click **OK** to save the changes.

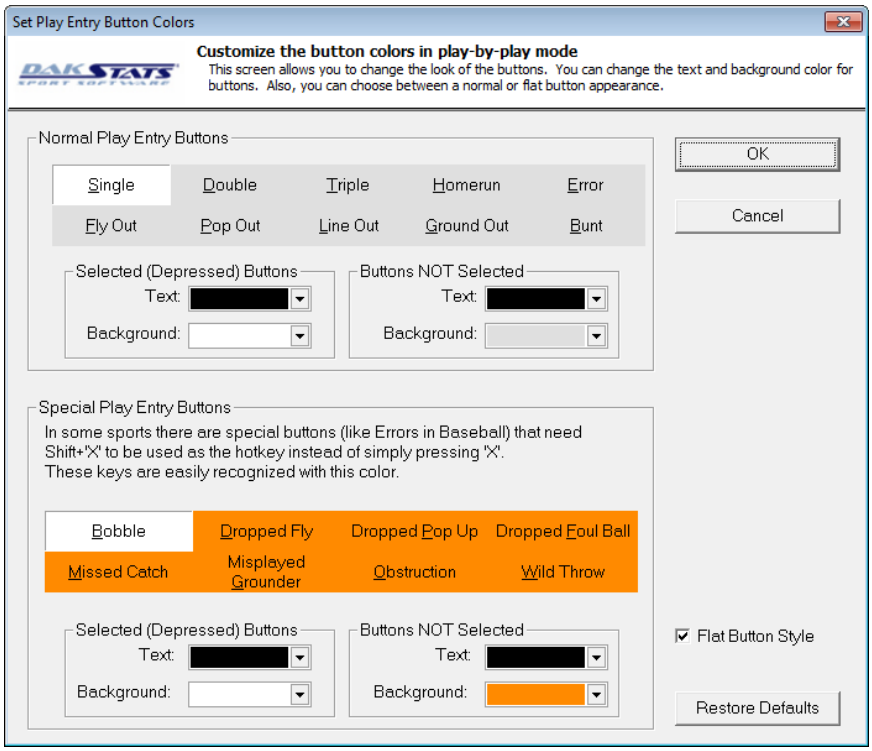


Figure 68: *Set Play Entry Button Colors*

Messaging

The messaging settings (**Configure > Messaging**) help determine how DakStats Baseball communicates with other Daktronics software. Refer to the **DakStats Baseball Software Display Manual (**DD1533474**)** for more information.

Quick Display

Use the Quick Display option (**Configure > Quick Display**) to interface with Daktronics display controllers and play sequences directly from DakStats Baseball. Refer to the **DakStats Baseball Software Display Manual (**DD1533474**)** for more information.

Webcast (Discontinued)

The Webcast feature was discontinued in January 2024.

Web-Sync (Discontinued)

The Web-Sync service was discontinued in January 2025.

Twitter (Discontinued)

Twitter integration with DakStats is no longer supported, and the buttons/configuration menus do not function.

9 Using the Keyboard & Hotkeys

Many of the commands in DakStats Baseball can be accessed with the keyboard as well as the mouse. Most buttons in the main menu and Play-by-play entry mode have labels with an underlined letter. Pressing the key on the keyboard that correlates with the underlined letter will activate that particular button. To activate secondary buttons, which are usually colored differently, press the underlined key at the same time as **[Shift]**.

Hotkey	Command	Button
[F2]	**Batted Ball** tab (PbP Mode)	
[F3]	**Base Runner** tab (PbP Mode)	
[F4]	**At Bat** tab (PbP Mode)	
[F5]	**Subs** tab (PbP Mode)	
[F6]	**Special** tab (PbP Mode)	
[F7]	**Manual** tab (PbP Mode)	
[F10]	view Home roster/stats (Box Mode)	
[F11]	view Visitor roster/stats (Box Mode)	
[F12]	view both Visitor and Home roster/stats (Box Mode)	
[Ctrl] + [n]	opens *Game Information* window (new game)	
[Ctrl] + [o]	opens *Open Game* window	
[Ctrl] + [i]	opens *Select Report(s)* window (in-game)	
[Ctrl] + [s]	opens *Print Spray Chart* window (PbP Mode)	
[Ctrl] + [p]	opens *Printouts* window (season)	
[Ctrl] + [q]	opens *Quick Display* window	
[Ctrl] + [e]	Edit last play	

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A DakStats Baseball Stat Sheet

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Team (Record)	1	2	3	4	5	6	7	8	9
( )									
( )									

Date: _____

Start Time: _____

End Time: _____

Conference _____ **Non-Conference** _____

Home _____ **Away** _____ **Neutral** _____

Baseball - Softball Stats Sheet

Site: _____
(Arena/City/State)

Batting Tab

Player Name	AB	R	H	2B	3B	HR	RBI	SH	SF	BB	HBP	RERR	Strike Outs* SOS	Strike Outs* SOL	SB	CS

At bats (AB) Runs (R) Hits (H) Doubles (2B) Triples (3B)
Homeruns (HR) Runs Batted In (RBI) Sacrifice Hits (SH) Sacrifice Flies (SF)
Base on Balls (BB) Hit By Pitch (HBP) Reached on error (RERR)
Strikeouts (SOS or SOL) Stolen Bases (SB) Caught Stealing (CS)

Fielding Tab

PO	A	E	Catcher only RCS	Catcher only BA	Catcher only PB

Put outs (PO) Assists (A) Errors (E)
Caught stealing (RCS) Passed balls (PB)
Stolen bases allowed (BA)

Pitching Tab

Player Name	TM PO	UR	ER	AB	BB	Strike Outs* SOS	Strike Outs* SOL	WP	BK	H

TM PO - Team Putouts = Put outs while this player was pitching
Unearned Runs (UR) Earned Runs (ER) At Bats (AB)
Base on Balls (BB) Strikeouts (SOS or SOL)
Wild Pitch (WP) Baulk (BK) Hits (H)

Pitching Game Tab

GP	ST	CG	SHO	Win	Loss	Save

Games Pitched (GP) Games Started (ST)
Complete Game (CG) Shut Outs (SHO)

Participation Tab

Remember to set the Played to 1 for everyone that played in the game.

*Strike Outs (SOS or SOL) - You may choose to enter all strike outs as SOS or SOL - tracking them separately is optional

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B Supplemental Guides & Manuals

- **DakStats Output Season XML Quick Start Guide (DD2119764)**

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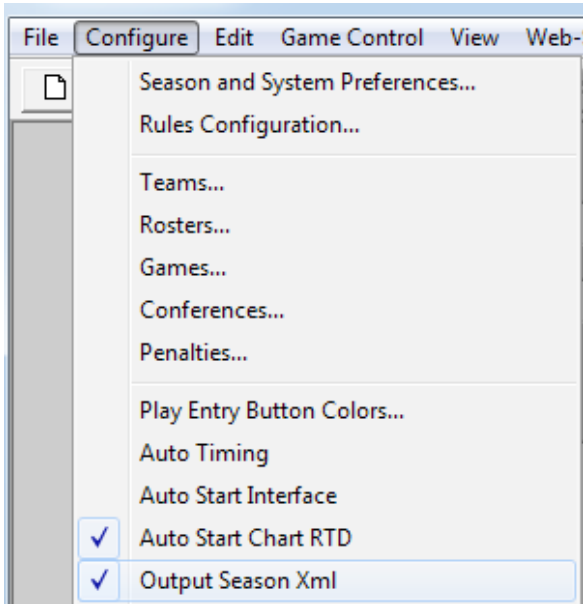
This guide will assist you with a feature of the DakStats software that allows you to output an XML file of the current season. This is useful when posting up-to-date statistics to a website with your own style sheet applied.

This feature may be enabled or disabled in DakStats Baseball, Basketball, Football, Soccer, and Volleyball.

Enabling Season XML Output

1. Open the DakStats program.
2. Go to **Configure > Output Season Xml**. A checkmark appears next to the menu item to indicate it is enabled.



Setting the Default Team

In order to create the season XML file, there must be a default team for the current open season. The current season is shown on the top of the screen when the program is opened.

To set a default team, simply select the team from the drop-down list and click **Set as Default Team**. Alternately, a default team may be selected when creating a new season. To set a different default team, you must go to **Configure > System and Season Preferences**, select the season, and click **Edit**.

With Output Season XML enabled and a default team set, a Season XML file will be created in the following location: "C:\Daktronics\DakStats [Sport]\season.xml"

> **Note:** For Baseball and Basketball, a "gamebygame.xml" file is also created in the same folder.

The XML files are created and updated ONLY after performing one of the following actions:

- Closing a game (**File > Close**)
- Closing the *Configure Teams* window (**Configure > Teams**)
- Closing the *Configure Rosters* window (**Configure > Rosters**)

The "season" file is the NCAA/Stat Crew specification. The "gamebygame" file provides a record of each game of the season.

The names of the XML files are always the same. They can be parsed by a CSS or XLST file to display the stats on a website however you want, with your own style and branding.

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