This quick start guide for DakStats Lacrosse is designed to familiarize new users with the main features and entry modes of the program. For more complete instructions, refer to the Installation & Operation Manual (DD3383122), available online at <u>dakstats.daktronics.com/Pages/Download.aspx</u>.

Creating Seasons

- 1. Go to Configure > Seasons and System Preferences.
- **2.** Click **Add**, and type in a name for the season under *Season Title*.
- **3.** Select the *Default Play Entry Mode*.
- **4.** Select the proper *Rules File* for your league.
- **5.** Select the *Default Gender*.

Note: Create separate seasons for each gender. Statistics tracked and play entry functions will vary by gender.

Configure Teams - Season 2016 has 1 Team

First Select Season then choose the team:

IDs/Codes Assigned by National Office

Team Code

College ID:

DAK STATS

Configure Teams

-

Look Up ID/Code...

🖀 Add New 🗙 Dglete 🛛 🖬 Sage 🖾 Cancel

League ID: 0

6. Click OK when finished.

Creating Teams

- **1.** Go to **Configure > Teams**.
- 2. Select your Season.
- 3. Click Add New. If your league uses the DakStats Web-Sync, you may click the Via List button to select your teams from the list.
- **4.** Type in a *Team Location, Nickname, Print Name,* and *Abbreviation* for each team.
- 5. Click **Save**, and then **Close** when finished.

incel

Teams exist inside a season. Each season will contain its own unique set of teams. Hint: Use the Via List button to add teams that have NJCAA or NAIA affiliations.

Stadium:

City:

State: Nickname

Coach:

Conference

Disable Tear

Add New Team

Import.

💁 🛛 Via List...

Print Name: Add New Team

Female (check this box for women's teams

Abbreviation Add

Team Location (used to uniquely identify the team):

Division:

Show Disabled Team

Export

Close

•

Export Tear

DakStats

Creating Rosters

- **1.** Go to **Configure > Rosters**.
- 2. Select a *Season* and your *Team*.
- 3. Click Add New.
- **4.** Type in the *First Name, Last Name,* and *Player Number* of the new player. All other information is optional at this point.
- 5. Click Save, and then Close when finished.

Configure Rosters - Season 2016 has 2 Teams	
Configure Rosters Select the team then add the playe last name.	ers. At a minimum, be sure to enter jersey number, first and
Select <u>P</u> layer: 1 Players Listed	Season: 2016
Add New Player,	Ieam: Norfolk University
	Player <u>N</u> umber: Disable Player
	Player Eirst Name: Player Last Name:
	Add New Player
	P <u>o</u> sition: Vear:
	Height Weight
	Hometo <u>w</u> n:
	Player Code:
	Team C <u>o</u> de:
Jersey Order Name Order Print Boster	League ID: 0
Misc. Line <u>1</u> :	fisc. Line <u>2</u> :
Misc. Line 3:	fisc. Line <u>4</u> :
Add New X Dglete Save S	요 Cancel 맘 Merge Close



Creating Games

- 1. Go to File > New Game.
- **2.** Select the *Season*.
- 3. Select the *Visiting Team, Home Team,* and *Game Type* for the game.
- **4.** Make sure the *Date* and *Start Time* are correct.
- 5. Select an *Entry Mode*:
 - Box Score: Game Totals records total game stats
 - Box Score: Period by Period records stats for each period
- 6. Click **Save Game**, and then click **Done** when finished.

Game Informatio	n
DAK ST	Create New Competitions Select the season for the new competition. Then, select the appropriate home and visiting team. Make sure your competition date and start time are correct.
Game Informati	on
<u>S</u> eason	2016 Entry Mode Box score: Game Totals
	Date 5/ 9/2016
⊻isiting Team	Record
<u>H</u> ome Team	Record
Game Type	Non-Conference 💌 Start Time 11:37 AM 📫 Duration 0:00 📫 Webcast 🗖
Tournament	New Tournament Num of OTs 0 ÷ Forfeit
- Location Inform	ation
Arena	Attendance Sell Out
City	Tickets Sold
State	
0/6 : 1	
Referee 1	Referee 5
Referee 2	
Referee 3	Score Keep
Referee 4	Update Game Notes
S <u>a</u> ve Game	Lancel Game Done Done Done

Note: Go to **Configure > Games** to edit a game's information after it has been created. Select the correct *Season* and *Game ID* to make the appropriate changes.

Play-by-Play Entry

Daktronics recommends that at least two people operate the DakStats software in Play-by-Play mode with one person acting as the spotter and the other actually entering the stats.

- **1.** Go to **File > Open Game**.
- 2. Select the *Season* and Play-by-Play (*Pbp*) game, and click **OK**.

Note: In Play-by-Play mode, you can use the **[Space Bar]** to start and stop the game clock.

Entering Starters

Before beginning the game, the players/ positions for each team must be assigned.

 Click Subs from the play entry buttons, the Substitution button in the main toolbar, or press [F2].

		Ashley				Timberland	
Pos	#	Player		Pos	#	Player	
G		None		G		None	
		None				None	
		None				None	
		None				None	
		None				None	
		None				None	
		None				None	
		None	_			None	
		None				None	
		None	_			None	
		None	_			None	
		None				None	
	-				_		

2. In the *Starters* window, enter the starters for each team by either typing each number in the number (#) column or selecting each *Player* from the drop down menu.

Note: It is not necessary to set the position for every player, but the screen will not close unless a goalie is selected for each team.

3. You can use this same process for making substitutions to the starters later in the game.





Using the shot chart is optional; it may be disabled by clicking the **Toggle Field** button **Det**. If a shot play is deleted or the field is accidently clicked and a shot appears, click the **Redraw Shots** button **Det** to erase it.

Made Shots

- **1.** Right-click on the field approximately where a shot was taken, and an orange circle will appear.
- 2. Select the player who made the shot from the *Goal By* menu.
- **3.** Select an assisting player as needed. If no players assisted the goal, click **None**.
- 4. Select the *Goal Type*: Even, Man Up, Man Down, or 30 Sec (Men only).
- 5. The orange circle remains on the field to indicate the goal.



Missed/Blocked Shots

- **1.** Click on the field approximately where a shot was taken, and a white square will appear.
- 2. Select the player who attempted the shot from the *Miss Shot By* menu.
- 3. On the *Shot Result* menu, choose whether the shot was **Wide**, **High**, hit the **Post** or **Crossbar**, or if there was a **Block**, **Goalie Save**, or **Team Save**.
- **4.** If the shot was blocked, select the player who made the block in the *Block By* menu.
- 5. If there was a goalie or team save, a white circle will appear. Otherwise, the white square will remain on the field to indicate the missed/blocked shot.



Free Position Shots (Women Only)

When entering a made, missed, or blocked shot from the free position, be sure to click **Free Position** *before* selecting the player. Follow all other steps as described in the sections above to complete the play entry.



G <u>B</u>all

3 GLENN

High

Free (Z) Turnover

Assist By: 6 GLENN

Even

Draw

Clear

CU

Blocked

Post (Y)

Clock: 30:00 Desc:

Penalty

Foul

Season: 0

Season: 0

Man Up

Tm Save GK Save

Shot

Shot By:

Wide

Goal

Using Play Entry Buttons

Plays can be entered by clicking on the appropriate buttons or by simply pressing the hot keys indicated by underlined letters. This is a quicker way of entering shots when the player is known, but not where the shot was taken.

Made Shots

- 1. Click <u>Shot</u>.
- 2. Click <u>G</u>oal or Own Go<u>al</u> as applicable.
- **3.** In the *Shot By* field, enter the player number. Enter their *Season* goals. Note that own goals are always assigned to a team (TM).
- **4.** If necessary, enter the player who made the assist along with their *Season* assists.
- 5. Select <u>Even</u>, Man <u>Up</u>, Man <u>D</u>own or <u>3</u>0 Sec (Men only).
- **6.** Type in a brief *Goal Description* if necessary.
- 7. Click or press Enter.

Missed Shots

- 1. Click Shot.
- 2. In the *Shot By* field, enter the player number.
- 3. Select whether the shot was <u>Wide</u>, <u>High</u>, hit the Post (Y) or <u>Crossbar</u>, or if it was a Goalie Save or Team Save.
- 4. Click or press Enter.

Blocked Shots

- 1. Click <u>Shot</u>.
- 2. In the *Shot By* field, enter the player number.
- 3. Click Blocked.
- **4.** In the *Block By* field, enter the player number.
- 5. Click or press Enter.

Free Position Shots (Women Only)

When entering a made, missed, or blocked shot from the free position, click **Free** (\underline{Z}) instead of **Shot**. Follow all other steps as described in the applicable sections above to complete the play entry.

If the player declined to take a shot from the free position, click \underline{No} Shot.

Ground Balls

Comment

(E8)

Subs (F2)

Own Goal

Enter

Man <u>D</u>own

- 1. Click Ground <u>B</u>all.
- 2. In the *Gnd Ball* field, enter the player number.
- 3. Click or press Enter.

Turnovers

- 1. Click <u>T</u>urnover.
- 2. In the *Turnover* and *Caused* fields, enter the player numbers.
- 3. Click or press Enter.

Faceoff (Men Only)

The **Faceoff** entry screen automatically opens after entering starters and after scoring a goal, but it may be accessed at any time.

- 1. Click <u>Faceoff</u>.
- 2. Enter the numbers of both players participating in the faceoff.
- **3.** Select the faceoff result:

Ground Ball, Won By Violation, or Out of Bounds.

- If Groundball, select a team or player.
- If Won By Violation or Out of Bounds, select a team.
- 4. Click or press Enter.

Draws (Women Only)

The **Draw** entry screen automatically opens after entering starters and after scoring a goal, but it may be accessed at any time.

- 1. Click <u>D</u>raw.
- 2. In the *Draw By* field, enter the player number.
- 3. Click or press Enter.



Clears

- 1. Click Clear.
- **2.** The *Clear By* field is filled in with the active team (TM). To change the team, click the team abbreviation button.
- 3. Select Good(Y), Fail(N), or Fail Turnover.
- 4. Click or press Enter.

Note: If **Fail Turnover** is selected, play entry will continue on the **Turnover** entry screen.

Penalties

- 1. Click <u>Penalty</u>.
- 2. In the *Penalty* field, enter the player number.
- 3. Select the penalty length: 30 Sec, 1 Min, 2 Min, or 3 Min.
- 4. Enter the penalty *Code* or click [>>] to select from a list of codes.
- 5. Select Non-Releasable, Extra Man Opp, both, or neither as needed.
- **6.** Enter a *Comment* about the penalty as needed.
- 7. Click or press Enter.

Fouls (Women Only)

- 1. Click Foul.
- 2. In the *Foul By* field, enter the player number.
- 3. Click or press Enter.

Stall Warning/Stall Violation (Men Only)

- 1. Click Stall Warning or Stall Violation as applicable.
- **2.** The *Warning* or *Violation* field is filled in with the active team (TM). To change the team, click the team abbreviation button.
- 3. Click or press Enter.

Substitutions

- 1. Click **Subs** or the **Substitution** button **i** in the main toolbar.
- **2.** In the *Substitutions* window (similar to *Starters* on page 2), enter the incoming player number(s) in place of the player(s) leaving the game.
- 3. Click **OK** to make the substitution(s).

Comments

- 1. Click Comment or press [F8].
- **2.** Enter a descriptive comment about the current play. Typical comments may include notes about weather delays or new records.
- 3. Click or press Enter.

Timeouts

- **1.** Click the **Timeout** button **TO** in the main toolbar.
- **2.** Select the team calling a timeout.

Editing Plays

- 1. Click on an incorrect play in the Play-by-Play script.
- 2. Make the changes to the play and then click or press Enter.
- 3. After editing a play, go to Edit > Rebuild Stats, and select Go.

Game Control

The Game Control menu contains several game options:

- Start Next Period: Begins the next period
- **Game Finished:** Ends the game
- Win/Loss/Tie: Enters goalie decision at the end of the game
- Participation: Enters player participation at the end of the game
- Balance: Shows if every stat equals out for each team
- Swap Teams: Changes teams to the other side of the field
- Toggle Active Team: Changes team possession
- Use Previous Period's Starting Players: Brings in all starters from last period (only available after performing the Start Next Period command)
- Export game as XML file: Saves the game in XML format



Edit

The **Edit** menu contains several play-by-play options:

- Insert Play: Inserts a new play before a selected play
- Add Play: Inserts a new play after a selected play
- Delete Play: Deletes a selected play
- Delete Event: Deletes a selected event
- Insert Period: Inserts a new period before a selected play
- Delete Period: Deletes an entire period
- **Rebuild Stats:** Updates the season database after editing plays

Box Mode Entry

- **1.** Open a game by going to **File > Open Game**.
- **2.** Select the *Season* and Box mode game (*Box Tot* or *Box Per*), and then click **OK**.

Entering Scores

Scores can be entered three ways:

• Double-*left*-click the cell for the appropriate period and team to increase the score by one. Double-*right*-click to decrease the score by one.



- Select a cell, type in a new value number for the score, and then press [Enter].
- Select a cell, and click the green plus (+) button or red minus (-) button to increase or decrease the score.

+	
-	

Click **Add Period** to create an overtime period. Click **Remove Period** to delete the overtime period.

Note: In Box Score By Period mode, a specific period must be selected from the drop-down list in order to modify the scores.

Entering Stats

Individual player stats are entered the same way as scores. Refer to the above instructions to record the stats too. When all stats and scores are entered, go to **Game Control > Game Finished**.

Note: In Box Score By Period mode, a specific period must be selected from the drop-down list in order to modify the stats.

Entering Goals & Assists

- **1.** Click the **Goals** button in the upper right-hand corner of the screen.
- **2.** Click **Add** to insert a new goal.
- **3.** Enter the *Period*, *Time*, *Type*, *Team*, *Goal by*, and number of *Season Goals*, along with the *Assist by* and number of *Season Assists*.
- 4. Click OK to record the details of the goal.

2	AK S	1211	5	Enter Goals Click Add to dick Remove	and Assists for enter a new goal. 1 e. Goals will resort a marked as 'Plaved'	the Game To Insert, select outomatically with will be able to l	t a goal then dick Ins hen dick OK. De assigned a Goal or	ert. To Remove Assist.	, select a goal t
				OK will save	ALL changes and ex	t. Cancel will d	discard ALL changes a	and exit.	
Т	Period	Time	Type	Team	Goal by	Sea Goals	Assist by	Sea Assists	
	1	15:00	Even	CLU		0		0	
,		ч .						OK	Canaal

Note: Entering goals/assists in this window does not change the player stats in the main box mode window; they must be manually incremented for the appropriate players.



Goals.

Entering Penalties

- 1. Click the **Penalties** button in the upper right-hand corner of the screen.
- 2. Click Add to insert a new penalty.
- **3.** Enter the *Period, Time, Team, Player, Type, Length,* and *Description,* and indicate *EMO (Extra Man Opportunity)* or *NR (Non-Releasable),* as required.

Note: To modify the available penalty types, click the **Types** button. Click the checkbox to disable unwanted penalties, or click **Add** to create new penalty types.

4. Click **OK** to record the details of the penalty.

Penalty Summary						×
DAK STATS	Enter Penalties for Click Add to enter a ne penalty then click Rem	the Game ew penalty. To Insert, sele nove. Penalties resort auto	ect a penalty matically whe	then click en click OK	Insert. To F	temove, select a
	Only players marked a	as 'Played' will be able to be	assigned a F	Penalty.		
	OK will save ALL chang	ges and exit. Cancel will di	scard ALL cha	anges and	exit.	
	Click Types button to a changes to default va	add, edit, delete default Pe lues.	enalties. Exis	ting penal	ties will be u	neffected by
Period Time Tear	n Plaver	Description	Length	FMO	NR	
1 15:00 CLU			30			
Add Insert	Remove	Types			ОК	Cancel

Note: Entering penalties in this window does not change the player stats in the main box mode window; they must be manually incremented for the appropriate players.

Printing Season Stats

- **1.** Go to **File > Print Season**.
- **2.** Select the *Season* and your *Team*.
- 3. Use the All through Other buttons to select game types to view.

First, se to view. the Colle	ason cumulative or in lect the season then the t Click GO to create the rep actions option at the far ri	n-game reports eam. Next, select ports. Hint: If you obt to save you tim	the T epea	eam Reports tab itedly run the sai	and check	the reports
		gire to save you ain				
Competitions Leam Reports Conr R	eports Uther	Cant Danada	1	Collections 🐑		÷ .
Select Games		Conr Reports		Scratch		
TLU at JH 02/23/13 01:00 PM Box T	Select	Season	-1			
	Demo99mens	t Tann	-			
	Timberland	a ream	╗╢			
			-1			
	AI					
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	Away					
	Neutral				<u>co</u>	
					<u>u</u> o	
	Conference					
	<u>N</u> on-Conf					1
			1		Abort	
	<u>O</u> ther	Clear <u>L</u> ist			Dana	1
			-		Pone	

4. On the **Team Reports** sub-tab of the **Competitions** tab, click the **Add New Set of Reports** button.

Collections	🕅 🖬 🗙 🕈 🗲
- Scratch -	Add New Set of Reports

- 5. Type in a name for the collection, and then click **OK**.
- 6. In the **Team Reports** tab, highlight the new collection. Check your most used or favorite printouts, and then click the **Save** icon.



rintouts		
Print seas First, sele to view. C the Collect	son cumulative or in-game reports ct the season then the team. Next, select the lick GO to create the reports. Hint: If you rep tions option at the far right to save you time a	e Team Reports tab and check the reports peatedly run the same sets of reports use and effort.
Competitions Team Reports Conf Rep	ports Other	
Cumulative Reports	Game Highs Reports	Collections 🖄 🔚 🗙 🕈 🗲
☐ Individual Statistics ☐ Roster Report ☐ Season Results ☐ Team Statistics	☐ Individual High ☐ Player High ☐ Team High	- Scratch -
In Game Reports	Game By Game Reports	
⊡ Box Score	☐ Individual Game by Game ☐ Individual Game by Game (Goalie) ☐ Player Game by Game ☐ Player Game by Game (Goalie)	0 <u>2</u>
		Abort
		Done

7. Click the **Other** tab to view additional report options, such as the directory where they are saved and their titles.



Exporting Game Files

DakStats offers the ability to export and import game and roster files for quick and easy sharing with other DakStats users.

- **1.** Go to **File > Export Game**.
- **2.** In the *Export Competition* window, select the *Season, Team,* and *Competition* to be exported.
- 3. Click **Directory** to change where the files are saved.
- 4. Click Export.

Export Competition	
Export Select t and clic saved t	game files and share with other DakStats users he appropriate season and team. Then, select the competition K Export. You can change the location where the file will be o by dicking the Directory button.
Select Competition	Select Season
NAZ at STE 02/16/13 06:00 PM_Box	Tot Comple 2016 Men 💌
	Select Team
	Nazareth 🗨
	<u>Export</u>
	Directory
C:\Program Files (v86)\Dak	tropics\DakStats(B) Lacrosse\LAX02162013vM29.tvt

8. Click **GO** to view reports in the default Internet browser. Reports are created in HTML format for easy printing and posting on websites.



- 1. Go to File > Import Game.
- 2. Select the directory that contains the file(s) by clicking Change Import Directory. Click OK and the file(s) will appear on the left side of the Import Competition window.
- 3. Select the *Season*, and then click **Import File**.
- 4. If a possible duplicate game is detected:
 - 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

Note: If prompted with a *Problem resolving TEAM* window, highlight the team from the list that matches the team in gray and click OK. If the team is not on the list, click Add New. Repeat the above steps if Problem resolving PLAYER appears.

Select File to Import		Select Season
06082011NDSUM3.txt		Demo99Season
		4 Competitions in Selected Season
	Import File	NDSU at SDSU 09/04/01 07:25 PM Box Tot Inc NDSU at SDSU 06/06/11 04:26 PM Box Per Inc NDSU at SDSU 06/07/03 919 AM Pbp Incomp NDSU at SDSU 10/30/12 10:11 AM Pbp Incomp
	Change Import Directory File Type DekStats (* txt)	3

Stat Crew Import

When importing a Stat Crew XML game file, there are a few stats specific to DakStats that do not populate. If desired, these stats may be manually entered after an import as shown below.

Men's Lacrosse – Team Faceoff Attempts by Period

On the **Team** tab, enter the number of Faceoff Attempts for each period.

Stats	Goalies	Team								0							
Period	Shots	SOG	Saves	GB	TO	CA	CM	FOV	FOW	FOA	PPG	PPA	CV	CW	CG	PEN	PSEC
1	14	9	1	12	6	6	5	0	6	0	0	1	0	0	0	2	2:00
2	15	10	1	11	- 7	6	5	0	8	0	2	5	0	0	0	0	0:00
3	11	6	1	11	8	9	8	0	3	0	0	0	0	0	0	0	0:00
4	11	5	2	- 7	5	5	5	0	3	0	1	2	0	0	0	0	0:00
STE	51	30	5	41	26	26	23	0	20	\mathbf{v}	3	8	0	0	0	2	2:00

Women's Lacrosse - Free Position Goals Click the Goals button, and then check the FPG

box next to all applicable goals.

		\sim
	Sea Assists	FPG
	0	
ER.	31	
	0	
	0	
		~

Men's & Women's Lacrosse – Non-Releasable Penalties

Click the **Penalties** button, and then check the NR box next to all applicable penalties.

		\sim
Length	EMO	NR
0		
0		
0		
		-

Importing & Exporting Rosters

Exporting Rosters

- 1. Go to Configure > Teams.
- **2.** Select the season and



- highlight the team to export.
- 3. Click **Export**, navigate to the directory, and then click **Save**.
- 4. Be sure to also **Save** any changes made to the roster.

Importing Rosters

- 1. Go to Configure > Teams.
- Select the season to import the roster and team into. 2.
- 3. Click Import.
- 4. Navigate to the desired directory.
- 5. Select the roster file, and then click Open.
- 6. Click Save to keep the changes in the roster.

