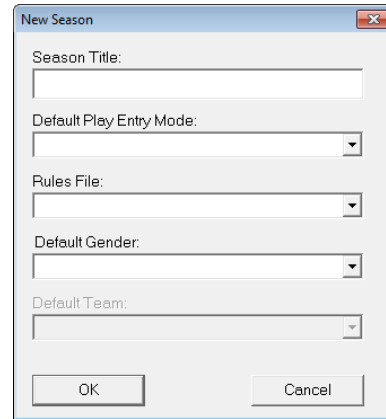


This quick start guide for DakStats Baseball is designed to familiarize new users with the main features and entry modes of the program. For more complete instructions, refer to the Installation & Operation Manual (DD1385420), available online at dakstats.daktronics.com/Pages/Download.aspx.

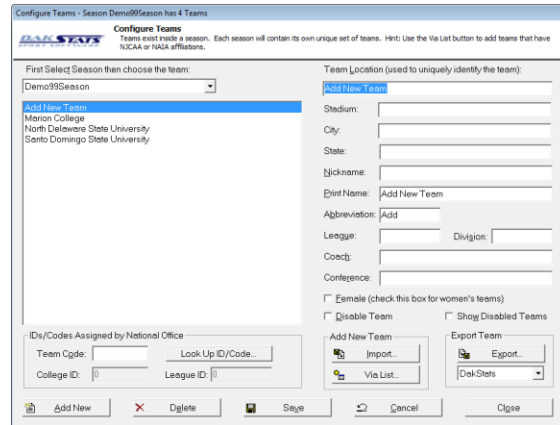
Creating Seasons

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*.
6. Click **OK** when finished.



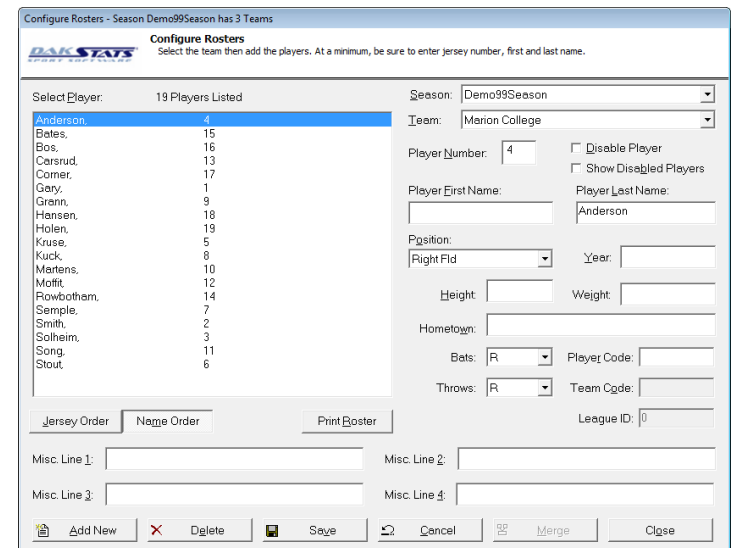
Creating Teams

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.



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.



Creating Games

1. Go to **File > New Game**.
2. Select the *Season*.
3. Select the *Visiting Team* and *Home Team* for the game.
4. Make sure the *Date* and *Start Time* are correct.
5. Select one of the following *Entry Modes*:
 - **Play-by-Play: Simple mode** records each play as it happens
 - **Box Score: Game Totals** records total game stats
 - **Box Score: Inning by Inning** records stats for each inning

- Click **Save Game**, and then click **Done** when finished.

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.

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

Using Play Entry Buttons

Plays can be entered by clicking on the appropriate button or by using the hot keys signified by the underlined letter.

You can use the image of the baseball diamond to quickly select areas and players when entering out sequences and hit-to locations:



Pos. #	Description	Pos. #	Description
1	Pitcher	76	Deep Left Field
2	Infield	77	Shallow Left-Center Field
3	First Base	78	Left-Center Field
4	Second Base	79	Deep Left-Center Field
5	Third Base	84	Shallow Center Field
6	Short Stop	85	Center Field
12	Foul Territory Behind Home	86	Deep Center Field
13	First Base Foul Territory	87	Shallow Right-Center Field
15	Third Base Foul Territory	88	Right-Center Field
17	Left Field Foul Territory	89	Deep Right-Center Field
19	Right Field Foul Territory	91	Shallow Down Right Field Line
34	Hole at Second	92	Down Right Field Line
46	Middle	93	Deep Down Right Field Line
56	Hole at Short	94	Shallow Right Field
71	Shallow Down Left Field Line	95	Right Field
72	Down Left Field Line	96	Deep Right Field
73	Deep Down Left Field Line	97	Left Field Wall
74	Shallow Left Field	98	Center Field Wall
75	Left Field	99	Right Field Wall

Entering Starters/Subs

When a game first opens, the **Subs** tab is selected by default to enter the starters. Use the **Subs** tab to enter substitutions later in the game.

F2 Batted Ball	F3 Base Runner	F4 At Bat	F5 Subs	F6 Special	Runs	F7 Manual
NDSU	1					SDSU
	2					
	3					
	4					
	5					
	6					
	7					
	8					
	9					
	..					
	..					
						ENTER

1. Select a team by clicking the button with the team's abbreviation.
2. Fill in each starter by clicking on a player in the roster or by typing in the jersey numbers.
3. The player's name and position should automatically fill in. Select the player's position from the drop down menu if necessary.
4. Click or press **Enter**, and then repeat steps 2-3 for the opposing team.

Note: To make changes to the starting lineup, click the **Starters** play in the Play-by-Play script in the lower-left corner, and then change the highlighted values.

At Bat

Click the **At Bat** tab, or press [F4].

F2 Batted Ball	F3 Base Runner	F4 At Bat	F5 Subs	F6 Special	Runs	F7 Manual
Ball	Strike	Foul				
Decrement Ball	Decrement Strike	In Play				
Passed Ball	Wild Pitch	Balk	Ball No Pitch	Strike No Pitch		
Catcher Interference	Umpire Interference	Error on Foul Ball	Turn Left	Turn Right		
1st-POPPED TO SHORT						
4th-STRUCK OUT SWINGING						
7th-STRUCK OUT SWINGING						
0-2						ENTER

Balls

- Click **Ball**, and then click or press **Enter**.

Strikes

1. Click **Strike**.
2. Select **Swinging**, **Looking**, or **Bunting** as needed.
3. Click or press **Enter**.

Fouls

- Click **Foul**, and then click or press **Enter**.

Note: If there was an error, click **Error On Foul Ball**, select the appropriate error (see **Errors**), and then press **Enter**.

Click **Passed Ball**, **Wild Pitch**, **Balk**, **Ball No Pitch**, **Strike No Pitch**, **Catcher Interference**, **Umpire Interference**, **Turn Left**, or **Turn Right** as needed to record more the play action, and then click or press **Enter**.

Batted Ball

Click the **Batted Ball** tab or press [F2].

F2 Batted Ball	F3 Base Runner	F4 At Bat	F5 Subs	F6 Special	Runs	F7 Manual
Single F9	Double F10	Triple F11	Homerun F12	Bunt	Base On Balls	
Ground Out	Fly Out	Line Out	Pop Out	Sac Fly	Hit By Pitch	
Double Play	Triple Play	Fielder Choice	Error	Bch Awaiting Call	Strike Out	
Hit To						

Safe Hits

1. Select **Single F9**, **Double F10**, or **Triple F11**.
2. Enter a **Hit To** location.
3. Click or press **Enter**.

Out Hits

1. Select **Ground Out**, **Fly Out**, **Line Out**, or **Pop Out**.
2. Select whether the out was **Fair** or **Foul**.
3. Enter the **Sequence** of the out.
4. Click or press **Enter**.

Strike Outs

1. Click **Strike Out**.
2. Select whether the strike out was **Normal** or **Dropped Y**.
3. Select whether the batter was **Swinging**, **Looking**, or **Bunting**.
4. Click or press **Enter**.
 - If **Dropped**, select **Out at 1st**, **Tagged by Catcher**, **Wild Pitch**, **Passed Ball**, or **Safe on Error**.
 - If **Out at 1st**, enter the out *Sequence*.
 - If **Safe on Error**, fill in the details of the error (see *Errors*).
 - Click or press **Enter**.

Homeruns

1. Click **Homerun F12**.
2. Enter a *Hit To* location and homerun *Distance*, if desired.
3. Select if the homerun was **Over the Fence** or **Inside Park**.
4. Click or press **Enter**.

Walks

1. Click **Base On Balls**.
2. Select whether the walk was **Not Intentional** or **Intentional**.
3. Click or press **Enter**.

Errors

1. Click **Error**.
2. Enter a *Hit To* location.
3. Enter *By Whom* the error was made.
4. Enter what base was *Reached*.
5. Select **Bobble**, **Dropped Fly**, **Dropped Pop Up**, **Dropped Foul Ball**, **Missed Catch**, **Misplayed Grounder**, **Obstruction**, or **Wild Throw**.
6. Enter the *Assist* sequence.
7. Click or press **Enter**.

Bunts

1. Click **Bunt**.
2. Enter a *Hit To* location.
3. Select the result of the bunt, with *Sequence* or error details as needed.

Sacrifice Flies

1. Click **Sac Fly**.
2. Enter a *Hit To* location.
3. Select the outcome:
 - If **Out**, select **Fair** or **Foul**, and then enter the out *Sequence*.
 - If **Safe On Error**, record the details of the error (see *Errors*).
4. Click or press **Enter**.

Double/Triple Plays

1. Click **Double Play** or **Triple Play**.
2. Enter a *Hit To* location.
3. Select **Ground Into**, **Flie^d Into**, **Lined Into**, **Popped Into**, or **Bunted Into M**.
4. Select **Fair** or **Foul** if necessary.
5. Enter the *1st Putout*, *Out 1*, *Out 2*, or *Out 3*.
6. Enter the out *Sequence*.
7. Click or press **Enter**.

Select **Hit By Pitch**, **Fielder Choice** or **Rch Awaiting Call** as needed.

Base Runner

Click the **Base Runner** tab or press [F3]. This tab appears automatically if it is necessary to enter base runner information, but you can also use it to record stolen bases.

Stay

- Click **Stay** and then click or press **Enter**.

Advance

- Click **A**dvance.
- Select how the runner advanced and record the details.
- Click or press **Enter**.

Out

- Click **O**ut.
- Select how the runner got out and record the details.
- Click or press **Enter**.

Special Occurrences

Click the **Special** tab, or press **[F6]**.

F2 Batted Ball	F3 Base Runner	F4 At Bat	F5 Subs	F6 Special	Runs	F7 Manual
Appeal Play	Batting out of order	Skip Pos in Bat Order				
Hit by Own Batted Ball	Batter Interference	Spectator Interference				
Fielder Obstruction	Illegally Batted Ball	Enter Text	Int Tie Breaker			
Missed Base	Failed to Touch Base	Left Too Early				
Which Player is Out?	<input type="text"/>					
Appeal Took Place?	<input type="text"/>					
Sequence:	<input type="text"/>					
						ENTER

Select a special occurrence:

- Appeal Play:** Select if the runner **Missed Base**, **Failed to Touch Base**, or **Left Too Early**, along with *Which Player is Out*, where the *Appeal Took Place*, and the out *Sequence*.
- Skip Pos in Bat Order**, **Batter Interference**, **Spectator Interference**, **Fielder Obstruction**, or **Int Tie Breaker:** Fill in the appropriate player number.

- Batting out of order**, **Hit by Own Batted Ball**, or **Illegally Batted Ball:** Make the selection and press **Enter**.
- Click **Enter Text** and then press **Enter** say whatever you want about the action that took place. Type in the text of the special play and click **OK**, or press **Cancel** to return to the **Special** tab.

Assign Text

Assign Text to the Player

OK

Cancel

Manual Mode

Click the **Manual** tab, or press **[F6]**. This tab is used only when DakStats Baseball is interfacing with a Daktronics display.

F2 Batted Ball	F3 Base Runner	F4 At Bat	F5 Subs	F6 Special	Runs	F7 Manual	
B	0	Balls	B (+)	Sh-B (-)	Outs	O (+)	Sh-O (-)
S	0	Strikes	S (+)	Sh-S (-)	Runs	R (+)	Sh-R (-)
F	0	Fouls	F (+)	Sh-F (-)	Inning	I (+)	Sh-I (-)
O	0	Clear Balls/Strikes		At Bat	A (+)	Sh-A (-)	
				Visitor	Home		
Hits	H (+)		Sh-H (-)		Ctrl-H (+)	Sh-Ctrl-H (-)	
Err	E (+)		Sh-E (-)		Ctrl-E (+)	Sh-Ctrl-E (-)	
LOB	L (+)		Sh-L (-)		Ctrl-L (+)	Sh-Ctrl-L (-)	
Exit Manual Mode							

- Use the appropriate buttons to increase or decrease the *Balls*, *Strikes*, *Fouls*, *Outs*, *Runs*, *Inning*, *At Bat* for the game and the *Hits*, *Err*, and *LOB* for the *Visitor* and *Home* team.
- Click **Exit Manual Mode** when finished.

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:

- **Game Finished:** Ends the game
- **Winner/Lose/Save:** Edits the finished game information
- **Balance:** Shows if every stat equals out for each team
- **Export as XML file:** Saves the game in XML format

Edit

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

- **Edit Pitch Count:** Edits the total number of pitches thrown
- **Insert Ball:** Inserts a ball *before* a selected play
- **Add Ball:** Inserts a ball *after* a selected play
- **Insert Decrement Ball:** Inserts a decrement ball *before* a selected play
- **Add Decrement Ball:** Inserts a decrement ball *after* a selected play
- **Insert Strike:** Inserts a strike *before* a selected play
- **Add Strike:** Inserts a strike *after* a selected play
- **Insert Decrement Strike:** Inserts a decrement strike *before* a selected play
- **Add Decrement Strike:** Inserts a decrement strike *after* a selected play
- **Delete Ball/Strike:** Deletes a selected ball or strike
- **Delete Last Play:** Deletes the previous play, regardless of selected play
- **Insert Home Substitution:** Allows a substitution for the home team
- **Insert Visitor Substitution:** Allows a substitution for the visiting team
- **Add/Edit Play Commentary:** Adds text in the play-by-play report
- **Rebuild Stats:** Updates the season database after editing plays
- **Error Check:** Checks the game for statistical errors
- **Restart From:** Delete all plays after the selected play; note that this action cannot be undone!

Box Mode Entry

1. Open a game by clicking **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.

Team	1	2	3	4	5	6	7	8	9	Runs
NDSU	0	6	0	7	0	0	0	0	0	13
SDSU	14	21	7		0	0	0	0	0	56

- 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.



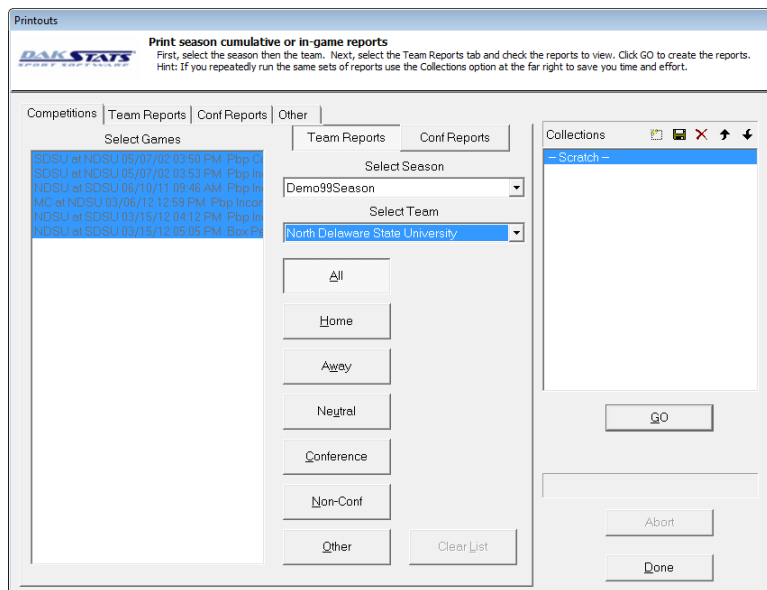
Entering Stats

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**.

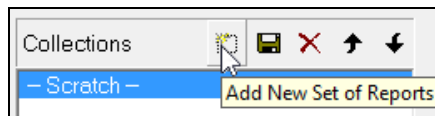
Note: Go to **Game Control > Balance** to check game stats for errors. A red X will indicate an error to correct.

Printing Season Stats

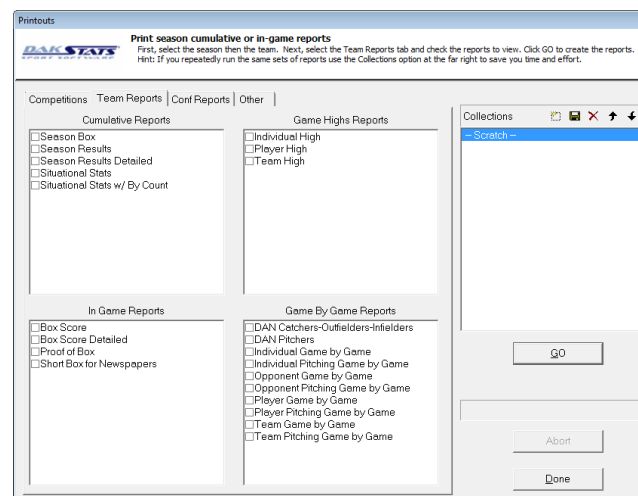
1. Go to **File > Print Season**.
2. Select the season and your team.
3. Use the **All** through **Other** buttons to select game types to view.



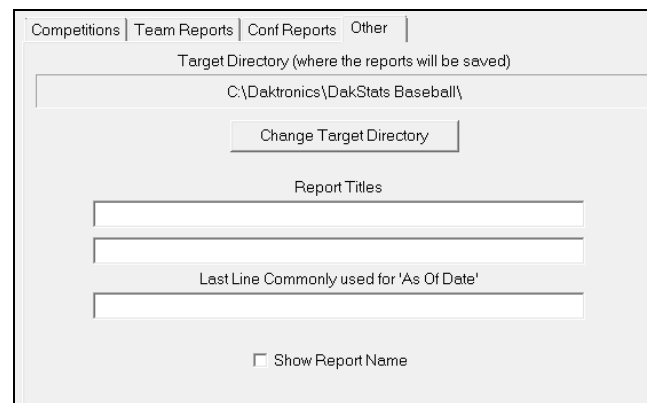
4. On the **Team Reports** sub-tab of the **Competitions** tab, click the **Add New Set of Reports** button.



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.



7. Click the **Other** tab to enter a *Report Title* for the report.

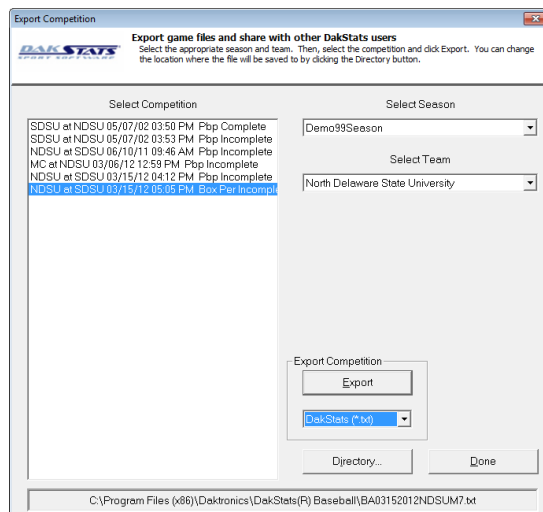


8. Click **GO** to view reports in the default Internet browser. Reports are created in HTML format for easy printing and posting on websites.

Exporting Game Files

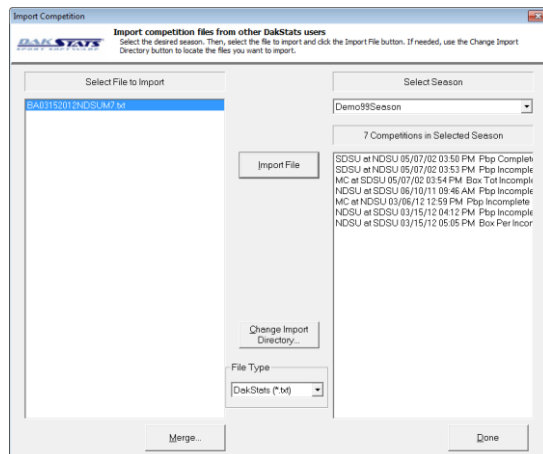
DakStats offers the ability to export and import game and roster files for quick and easy sharing with other DakStats users.

1. Go to **File > Export Game**.
2. In the *Export Competition* window, Select the season and team.
3. Highlight the competition you wish to export.
4. Click **Directory** to change where the files are saved.
5. Click **Export**.



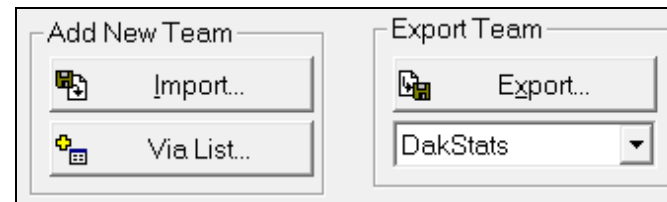
Importing Game Files

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**.



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.

Importing & Exporting Rosters



Exporting Rosters

1. Go to **Configure > Teams**.
2. Select the season and highlight the team you wish 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**.
2. Select the season you wish to import the roster and team into.
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.