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 <u>dakstats.daktronics.com/Pages/Download.aspx</u>.

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Cancel

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.
- 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.
 Type in a *Team* Location, Nickname,

Print Name, and

Abbreviation for

each team.

Configure reams - season Demos	yseason nas 4 Teams gure Teams ys exist iotida a season. Each season will cor	the our union at of teams. Must like the Mail list butten to add teams th
NJCA	AA or NAIA affiliations.	
First Select Season then cho	oose the team:	Team Location (used to uniquely identify the team):
Demo99Season	-	Add New Team
Add New Team		Stadium:
North Delaware State Univer	sity	City:
Santo Domingo State Univer	sity	State:
		Nickname:
		Print Name: Add New Team
		Abbreviation
		Agereview. Pou
		League: Division:
		Coach:
		Conference:
		Eemale (check this box for women's teams)
		□ Disable Team □ Show Disabled T
IDs/Codes Assigned by No	ational Office	Add New Team Export Team
Team Cgde:	Look Up ID/Code	🐴 Import 📴 Export
College ID: 0	League ID: 0	 Via List

New Season

Season Title

Rules File:

Default Gender

ОK

Default Play Entry Mode

5. Click **Save**, and then **Close** when finished.

Cr	eat	ing	Rost	ters
		-	-	

- 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.

Select <u>P</u> layer:	19 Players Listed	Season: Demo99Season	
Anderson,	4	Team: Marion College	
Bates,	15		
Bos,	16	Plever Number 4 Disable Player	
Carsrud,	13	Republication Comparation	DI
Comer,	17	1 Show Disa <u>b</u> ied	Flays
Gary,	1	Player First Name: Player Last Name	
Grann,	9		
Hansen,	18	Anderson	
Holen,	19		
Kruse,	5	Position:	
Kuck,	8	Right Fld ▼ Year:	
Martens,	10		
Mottit,	12	11.5.1.	
Rowbotham,	14	Eeight weight	
Semple,	(
Smith,	2	Hometown:	
Soineim,	3		
Song,	i.	Bats: R Player Code:	
Slout	6		
		Throws: R Team Code:	
Jersey Urder	Na <u>m</u> e Urder	Print Roster	

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

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6. Click Save Game, and then click Done when finished.

Game Informatio	n							
<u>S</u> eason	Demo99Season			-	Ent <u>r</u> y Mode	Play-by-play	/: Simple mode	
				-	Date	11/ 5/2012		-
⊻isiting Team				•	Record			_
<u>H</u> ome Team				•	Record			_
Game Type	Non-Conference	▼ Start Time	9:39 AM	•	Duration	0:00	· Webcast	I
Tournament		•	New Tourn	ament	# of Innings	0 :	Forfeit	•
Location Informa	tion							
Stadium			Attendance				Sell Out	Г
City			Tickets Sold				Night Game	Γ
State		Do	uble Header	None	-		Neutral Field	
-				Intolic			Indoor Stadium	
Officials	Weather		E	extra Innings	; []	I	Natural Surface	
Home Plate				LF Lir	ne			-
1st Base			_	RF Lir	ne			_
2nd Base								
	,							

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**.

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	3 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 Specia	al Runs F7 Man	lau
Ball	<u>S</u> trike		oul
Decrement B <u>a</u> ll	Decrement Strike		Play
Passed Ball Wild Pite		Ball <u>N</u> o Pitch	Strike N <u>o</u> Pitch
Catcher Interference Umpire Interf	erence Error on Foul Ball	Turn <u>L</u> eft	Turn <u>R</u> ight
1st-POPPED TO SHORT			1
4th-STRUCK OUT SWINGING			1
7th-STRUCK OUT SWINGING			1
			1
0-2		/	ENTER

Balls

• Click <u>Ball</u>, and then click or press Enter.

Strikes

- 1. Click <u>Strike</u>.
- 2. Select Swinging, Looking, or Bunting as needed.
- 3. Click or press Enter.

Fouls

• Click **<u>F</u>oul**, and then click or press **Enter**.

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

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

Batted Ball

Click the Batted Ball tab or press [F2].

F2 Batted Ball	F3 Base Runner	F4 At Bat F5 Sul	os F6 Special	Runs F7 Manua	al
Single F9	Double F10	Triple F11	Homerun F12	<u>B</u> unt	B <u>a</u> se On Balls
<u>G</u> round Out	<u>F</u> ly Out	Line Out	Pop Out	<u>S</u> ac Fly	<u>H</u> it By Pitch
<u>D</u> ouble Play	<u>T</u> riple Play	Fielder <u>C</u> hoice	<u>E</u> rror	Bch Awaiting Call	Stri <u>k</u> e 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 <u>N</u>ormal or Dropped \underline{Y} .
- 3. Select whether the batter was Swinging, Looking, or Bunting.
- 4. Click or press Enter.
 - If Dropped, select <u>Out at 1st</u>, Tagged by <u>Catcher</u>, <u>Wild Pitch</u>, <u>Passed Ball</u>, or <u>Safe on Error</u>.
 - 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 <u>Over the Fence or Inside Park</u>.
- 4. Click or press Enter.

Walks

- 1. Click Base On Balls.
- 2. Select whether the walk was <u>Not Intentional</u> or <u>Intentional</u>.
- 3. Click or press Enter.

Errors

- 1. Click <u>E</u>rror.
- **2.** Enter a *Hit To* location.
- **3.** Enter *By Whom the* error was made.
- 4. Enter what base was *Reached*.
- 5. Select <u>Bobble</u>, <u>D</u>ropped Fly, Dropped <u>P</u>op Up, Dropped <u>F</u>oul Ball, <u>M</u>issed Catch, Misplayed <u>G</u>rounder, <u>O</u>bstruction, or <u>W</u>ild Throw.
- **6.** Enter the *Assist* sequence.
- 7. Click or press Enter.

Bunts

- 1. Click <u>B</u>unt.
- **2.** Enter a *Hit To* location.
- 3. Select the result of the bunt, with *Sequence* or error details as needed.

Sacrifice Flies

- 1. Click <u>Sac Fly</u>.
- **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 <u>D</u>ouble Play or <u>T</u>riple Play.
- 2. Enter a *Hit To* location.
- 3. Select Ground Into, Flied Into, Lined Into, Popped Into, or Bunted Into <u>M</u>.
- 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 <u>H</u>it By Pitch, Fielder Choice or <u>R</u>ch 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.

F2 Batted Ball	F3 Base Runner	F4 At Bat	F5 Subs	F6 Special	Runs	F7 Manual
<u>S</u> tay	A	lvance		<u>0</u> ut		Egtra
	<u>N</u> ormal					
						ENTER



Stay

• Click <u>Stay</u> and then click or press Enter.

Advance

- 1. Click <u>A</u>dvance.
- 2. Select how the runner advanced and record the details.
- 3. Click or press Enter.

Out

- 1. Click <u>O</u>ut.
- **2.** Select how the runner got out and record the details.
- 3. Click or press Enter.

Special Occurrences

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

F2 Batted Ball F3 Base Runne	er F4 At Bat F5 Subs F6 Spe	cial Runs F7 Manual
Appeal Play	Batting out of order	<u>S</u> kip Posin Bat Order
Hit by Own Batted Ball	Batter Interference	Spectato <u>r</u> Interference
Fielder Obstruction Illega	lly Batted Ball <u>E</u> nter Tex	t Int Tie Brea <u>k</u> er
<u>M</u> issed Base	Failed to <u>T</u> ouch Base	Left Too Early
Which Player is Out?		
Appeal Took Place?		
Sequence:		
		ENTER

Select a special occurrence:

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

- <u>Batting out of order</u>, <u>Hit by Own Batted Ball</u>, or <u>Illegally</u> 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	ОК
1	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 Ba	itted B	all F3 Base	Runner F4	At Bat F5	Subs F6 Spe	cial Runs	F7 Manual	
В	0	Balls	<u>B</u> (+)	Sh-B (-)	Outs	<u>D</u> (+)	Sh-0 (-)	
S	0	Strikes	<u>S</u> (+)	Sh-S (-)	Runs	<u>R</u> (+)	Sh-R (-)	
F	0	Fouls	<u>E</u> (+)	Sh-F (-)	Inning	<u> </u> (+)	Sh-I (-)	
0	0	C	lear Balls/St	rikes	At Bat	<u>A</u> (+)	Sh-A (-)	
			Visitor			Home		
Hi	ts	H (+)	Sh-H (-)	Ctrl-H	(+)	Sh-Ctrl-H (-)	
Er	r	E (+)	Sh-E (-)	Ctrl-E	(+)	Sh-Ctrl-E (-)	
LC)B	L (+)	Sh-L (-)		Ctrl-L	(+)	Sh-Ctrl-L (-)	
				Exit Ma	anual Mode			

- **1.** 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.
- 2. 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.

Print season cumulativ First, select the season the Hint: If you repeatedly run	e or in-game reports on the team. Next, select the the same sets of reports use	Team Reports tab and the Collections option a	heck th t the far	e reports to view. Cli right to save you tin	ck GO to create the reports ne and effort.
Competitions Team Reports Conf Reports	Other				
Select Games	Team Reports	Conf Reports		Collections	🖄 🖬 🗙 🛧 🖣
SDSU at NDSU 05/07/02 03:50 PM Pbp Cr SDSU at NDSU 05/07/02 03:53 PM Pbp In	Select	Season	-	- Scratch -	
NDSU at SDSU 06/10/11 09:46 AM Pbp In	Demo99Season		•		
MC at NDSU 03/06/12 12:59 PM Pbp Incor NDSU at SDSU 03/15/12 04:12 PM Pbp Inc	Selec	tTeam			
NDSU at SDSU 03/15/12 05:05 PM Box Pe	North Delaware State	University	•		
	All				
	<u>H</u> ome				
	A <u>w</u> ay				
	Ne <u>u</u> tral				<u>G</u> 0
	Conference				
	Non-Conf				Abort
	Other	Clear List			7.10011
1					Done

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.

team. Next, seet the Lean Appoint tab and order team. Let of reports use the Calectonic uption at the lear I Game Highs Reports Individual High Floyer High Team High	c the reports to v e far right to save	is wou time and e	effort.	×	ĵ,
er Game Highs Reports Individual High (Pleyer High Team High	Collection - Scratch	is 🕅		×	,
Game Highs Reports Individual High Ployer High /Team High	Collection	ns 🖄		×	,
Individual High Player High Team High	- Scretch) —			
Game By Game Reports					
DAN Catchers-Outfielders-Infielders DAN Pitchers Individual Game by Game Individual Pitching Game by Game IOpponent Game by Game IOpponent Pitching Game by Game Plaver Game by Game		G	0		
Player Pitching Game by Game Team Game by Game Team Pitching Game by Game		Ab	ort		
	Game By Game Reports DAN Catchers-Oufleiders-Infielders DAN Pitchers Individuel Game by Game Opponent Game by Game Opponent Pitching Game by Game Opponent Pitching Game by Game Piper Pinch Dy Game Team Game by Game Team Game by Game Team Sinth Jy Game	Game By Game Reports DAN Catchers-Outlielders-Infielders DAN Pictures Individual Game by Game Opponent Game by Game Opponent Picting Game by Game Picting Game by Game Team Pitching Game by Game Team Pitching Game by Game	Game By Game Reports DAN Catchers-Oufleiders-Infielders DAN Pitchers Individual Game by Game Opponent Game by Game Opponent Pitching Game by Game Pitching Game by Game Team Pitching Game by Game Do	Game By Game Reports DAN Catchers-Outleiders-Infielders DAN Pichers Individual Game by Game Opponent Game by Game Opponent Piching Game by Game Team Pitching Game by Game Team Pitching Game by Game Abort Done	Game By Game Reports DAN Catchers-Ouffelders-Infielders DAN Pitchers Individual Grame by Game Opponent Game by Game Opponent Pitching Game by Game Team Pitching Game by Game Team Pitching Game by Game Team Pitching Game by Game Done

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

Competitions Team Reports Conf Reports Other
Target Directory (where the reports will be saved)
C.\Daktronics\DakStats Baseball\
Change Target Directory
Report Titles
Last Line Commonly used for 'As Of Date'
C Show Report Name

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**.



Import competition files from other DakStats users Select the desired season. Then, select the file to import and click the Imp Directory button to locate the files you want to import.

Import File

Change Import Directory...

File Type DakStats (*.txt)

Merge.

Select Seaso

7 Competitions in Selected Season

SDSU at NDSU 05/07/02 03:50 PM Pbp Completi SDSU at NDSU 05/07/02 03:53 PM Pbp Incomple MC at SDSU 05/07/02 03:54 PM Box Tot Incomple NDSU at SDSU 05/07/02 03:54 PM Box Tot Incomple MC at NDSU 03/06/12 12:59 PM Pbp Incomplete NDSU at SDSU 03/15/12 0412 PM Pbp Incomplete NDSU at SDSU 03/15/12 0412 PM Pbp Incomplete NDSU at SDSU 03/15/12 0412 PM Pbp Incomplete

Demo99Seaso

DAKSTATS

Select File to Import

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.

Done

