

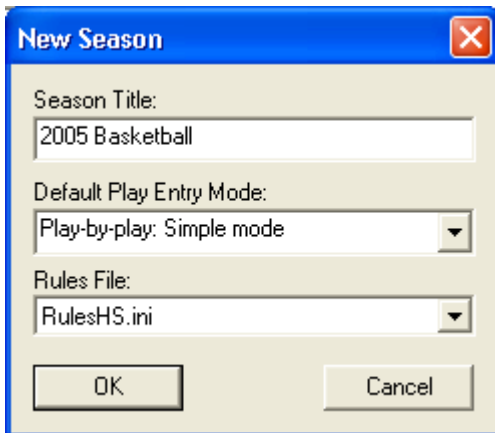
DakStats Basketball

Entering stats in DakStats Basketball can be easy and enjoyable. By entering stats for each game, you can view player and team game, season and career stats.

Creating a Season

1. Open DakStats. Click **Configure | Seasons and System Preferences**. Click **Add** and assign a name to your season (i.e. 2005 Basketball). Make sure you choose the proper rules file for your League. This step only has to be done at the beginning of the season.

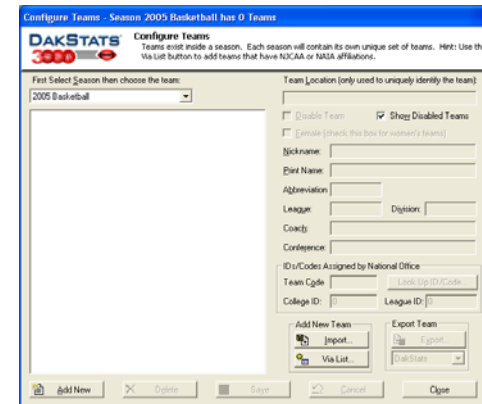
Note: Each gender must have its own season (i.e. Men's 2005 and Women's 2005).



2. Click **OK** when finished.

Creating Teams

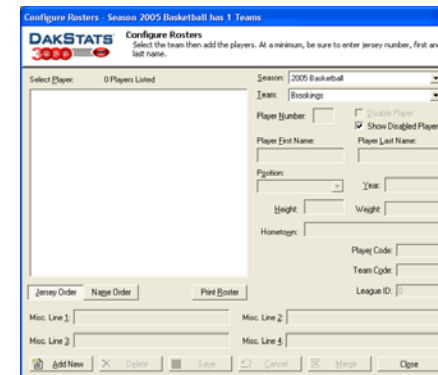
1. Open the Team Configuration by clicking on **Configure | Teams**. Select your season.



2. To add a new team, 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.
3. Enter **Team Location, Nickname, Print Name** and **Abbreviation** for each team. Click **Save**.

Create Rosters

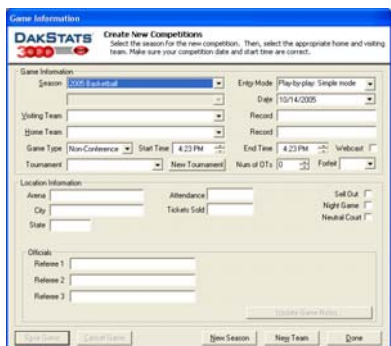
1. Open the Rosters Configuration by clicking on **Configure | Rosters**. Select your season and the appropriate team.



- To add a new player to the roster, click **Add New**. If you want to edit an existing player, select that player from the list.
- Enter the **First Name**, **Last Name**, and **Jersey Number**. Other fields are optional.

Create Games

- To create a game, click **File | New Game**. Select your season. Enter the appropriate visiting and home team. Make sure the date and start time are correct. Set **Entry Mode** to the mode you wish to use. If using a Box Mode, skip to page 8. Save the game data and click **Done**.



Basketball Play-by-Play Entry

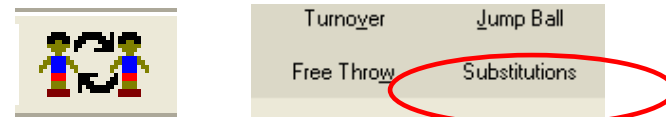
Open a game by clicking **File | Open Game**. Select the appropriate season and game and click **OK**. Refer to the following instructions when entering a basketball game in Play-By-Play mode.

You may start and stop the clock by pressing the space bar.

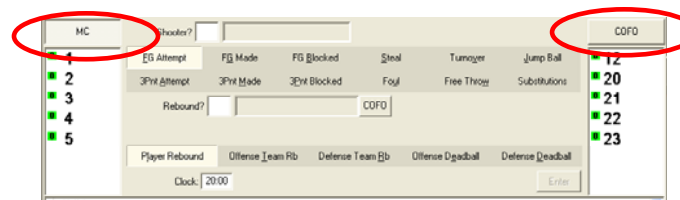
Note: Daktronics recommends that at least two people operate the DakStats software. One person can do the spotting of the plays, one can do stat entry.

Entering Starters

- Click the **Substitution** button at the top of the screen or click **Substitutions** from the Play Entry buttons.



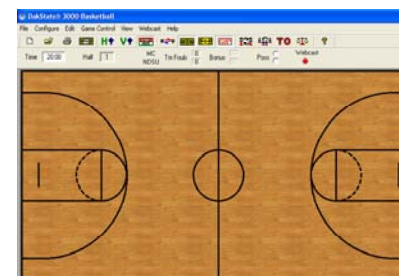
- Click the team's possession button.



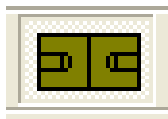
- Click the players from the team roster on the right or type jersey number.
- Repeat the previous steps for the opposing team.

Using the Shot Chart

Note: A right click on the court is a made field goal. A left click is a missed shot.



Using the shot charts is optional and may be disabled by clicking the **Toggle Court** button. If you accidentally click on the court, the **Redraw Shots** button will erase it.



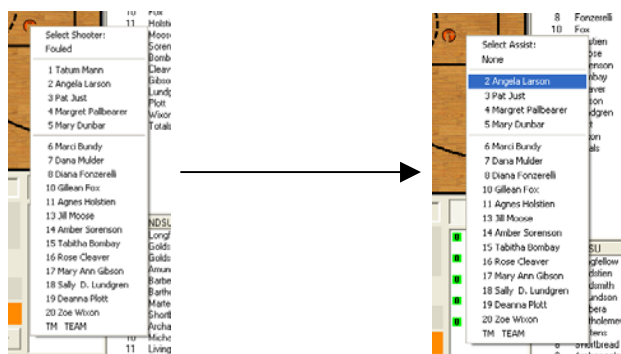
Toggle Court



Redraw Shots

Field Goal Made

1. Right click on the court where the shot was taken for field goal made (an orange basketball will appear).
2. Choose the player who made field goal from the menu.

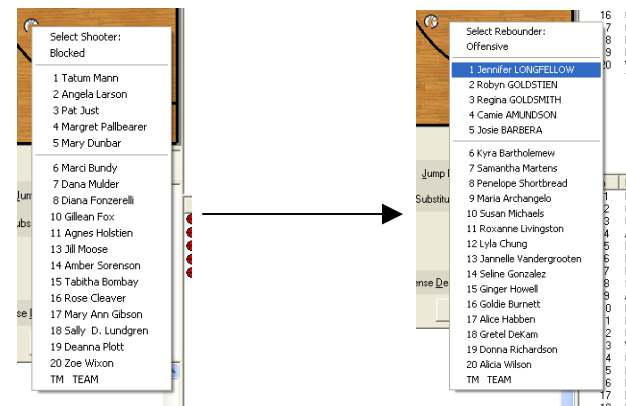


3. The **Select Assist** option now appears, choose player who made the assist. If there is no assist, click **None**.

Example: Tatum Mann makes the shot and Angela Larson gets the assist. Right click at the spot of the shot, click Tatum Mann, then click Angela Larson.

Field Goal Attempt

1. Left click on the court where the shot was taken (a white basketball will appear).
2. Select the shooter from the menu.

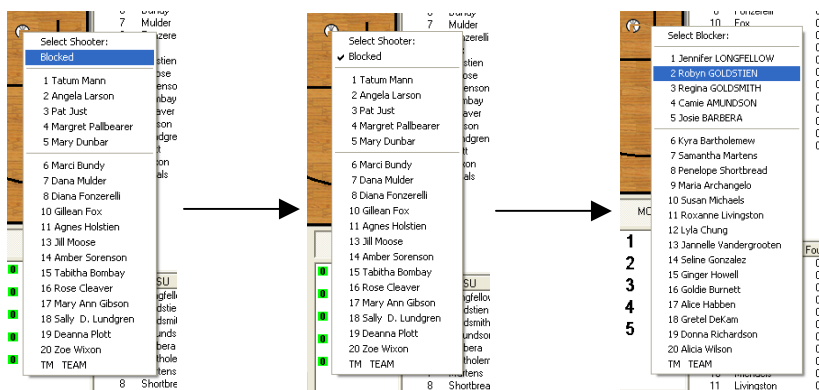


3. Select the rebounder.
 - a. For a defensive rebound choose the player.
 - b. For an offensive rebound, click **Offensive**. The menu will change to the offensive team. Choose the appropriate player.

Example: Tatum Mann misses a shot and the rebound goes to Jennifer Longfellow. Left click at the spot of the shot, click Tatum Mann, then click Jennifer Longfellow.

Field Goal Blocked

1. Left click on the court where the shot was taken (a white ball will appear).
2. Click **Blocked**.

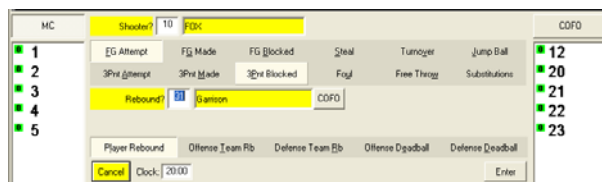


3. Select the shooter from the menu.
4. Select the blocker.
5. Select the rebounder.

*Example: Tatum Mann is blocked by Robyn Goldstien. Left click at the spot of the shot. Click **Blocked**. Click Tatum Mann, then click Robyn Goldstien. Also click the rebounder.*

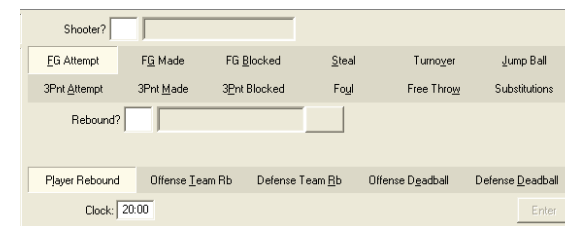
Editing Plays

1. If a play is incorrect, highlight it in the Play-By-Play screen. The box below will appear. Make the necessary changes and click or press **Enter**.
2. After editing the play, click **Edit | Rebuild Stats**. Select the **Go** option.



Using Play Entry Buttons

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



Field Goal Made

Note: If the shot chart is being used, then there is no need to use any field goal attempt or made buttons.

1. Click **FG Made**.
2. Enter the shooter's jersey number or click on the player from the in game roster.
3. Enter the jersey number of the player who made the assist or click on the player from the in game roster.
4. Click or press **Enter**.

*Example: Tatum Mann makes the shot and Angela Larson gets the assist. Click **FG Made**. Click Tatum Mann and Angela Larson from the in-game roster then click or press **Enter**.*

Field Goal Attempt

1. Click **FG Attempt**.

2. Enter the shooter's jersey number or click on the player from the in game roster.
3. Enter the rebounder's jersey number or click on the player from the in game roster.
4. Click or press **Enter**.

*Example: Tatum Mann misses a shot and the rebound goes to Jennifer Longfellow. Click **FG Attempt**. Click Tatum Mann then Jennifer Longfellow from the in-game rosters. Click or press **Enter**.*

Field Goal Blocked

1. Click **FG Blocked**.
2. Enter the shooter's jersey number or click on the player from the in game roster.
3. Enter the jersey number of the player who blocked the ball or click on the player from the in game roster.
4. Enter the jersey number of the rebounder or click on the player from the in game roster.
5. Click or press **Enter**.

*Example: Tatum Mann is blocked by Robyn Goldstien. Click **FG Blocked**. Click Tatum Mann then Robyn Goldstien from the in-game rosters. Click the rebounder, too. Click or press **Enter**.*

Three Point Attempt

1. Click **3Pnt Attempt**.
2. Enter the shooter's jersey number or choose from in game roster.

3. Enter the rebounder's jersey number or choose from in game roster.

Three-Point Made

1. Click **3Pnt Made**.
2. Enter shooter's jersey number or choose from in game roster.
3. If there was an assist, enter player's roster or choose from in game roster that had the assist.
4. Click or press **Enter**.

Blocked Three-Point Attempt

1. Click **3Pnt Blocked**.
2. Enter shooter's jersey number or choose from in game roster.
3. Enter blocker's jersey number or choose from in game roster.
4. Click or press **Enter**.

Steal

1. Click **Steal**.
2. Enter the player's jersey number that had the turnover or choose from the in game roster.
3. Enter the player's jersey number that had the steal or choose from the game roster.
4. Click or press **Enter**.



*Example: Tatum Mann has the ball stolen by Carrie Amundson. Click **Steal**. Click Tatum Mann then Carrie Amundson from the in-game rosters. Click or press **Enter**.*

Turnover

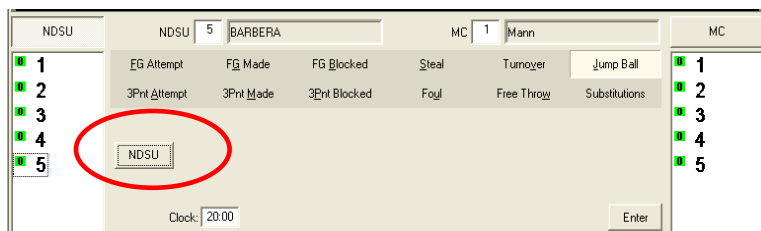
1. Click **Turnover**.
2. Enter the player's jersey number that had the turnover.
3. Choose the turnover type, if necessary:
 - a. Steal (default)
 - b. Team Turnover
 - c. No Steal

Example: See Steal example.

Jump Ball

1. Click **Jump Ball**.
2. Enter the player name from each team.
3. Choose the winning team of the jump.

*Example: Tatum Mann (MC) and Josie Barbara (NDSU) have a jump ball. Click **Jump Ball** and the two players from the in-game rosters. Barbara won the jump ball so click NDSU. Click or press **Enter**.*



Fouls

1. Click **Foul**.
2. Select the type of foul.
3. Enter player's jersey number or choose from in game roster.
4. Click or press **Enter**.

Free Throw

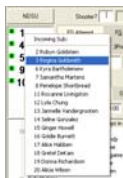
1. Click **Free Throw**.
2. Enter the shooter's jersey number or choose from in game roster.
3. Determine the type of free throw:
 - a. Bonus (Default)
 - b. Three Shots
 - c. Two Shots
 - d. One Shots
 - e. Double Bonus
4. Determine if the shot was successful or not by clicking **Good** or **No Good**.
5. If a second shot is necessary, select **Good** or **No Good**.
6. If shot is not good you will be prompted to enter the rebounder.

*Example: Tatum Mann is fouled by Regina Goldsmith while attempting a field goal. Click **Foul** and Regina Goldsmith from the in-game roster and the type of foul. Click or press **Enter**. Click **Free Throw** and **Two Shots**. Choose Tatum Mann from the in-game roster. Select **Good** or **No Good**.*

Note: To leave **Free Throw** mode, click on **Free Throw** button again.

Individual Substitutions

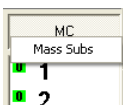
1. Right click on the player that is leaving the game.



2. Select the incoming player from the menu.

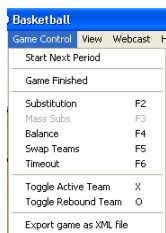
Mass Substitution

1. Right click on the **Team Abbreviation** button. Select **Mass Substitution**. Click the players coming in from the roster.



Game Control

Several options are available under the **Game Control** menu.



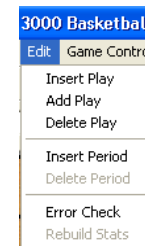
1. Start Next Period: Click to start a new period or overtime.

2. Game Finished: Click when the game is over.
3. Balance: This checks each team for any possible errors in stats.
4. Swap Teams: Click when the teams change sides of the court. Sides of the court are also changed with the button located at the top of the screen.



Edit

Several options are available under the **Edit** menu.



1. Insert Play: With a play highlighted, a play can be inserted before the selected play.
2. Add Play: Similar to Insert Play, except a play is added after the selected play.
3. Delete Play: Deletes a selected play.
4. Insert Period: With a play selected, this option begins a new period before the selected play.
5. Delete Period: Deletes a selected period.
6. Error Check: Checks for any errors in the stats.

Enter Stats and Scores in Box Mode

- To enter scores, select the cell under the appropriate period and for the appropriate team. Scores can be entered two ways. 1) You may double-left click to increase the field by one. A double-right click will decrease by one. 2) Scores can be typed in. Select the field and type in the score. If you choose this method, you must hit **Enter** or select another field for the score to be recorded.

Team	1	2	3	4	Total
SF	10	11	15	13	49
SC	12	12	12	14	50

- Stats are entered for players the same way scores are entered in Step 1.
- To enter statistics for three-pointers made and attempted, make sure to increase the statistics for field goals as well. For example, a three-point shot made counts as a FG, FGA, 3P and 3PA.

FG	FGA	3P	3PA
1	1	1	1

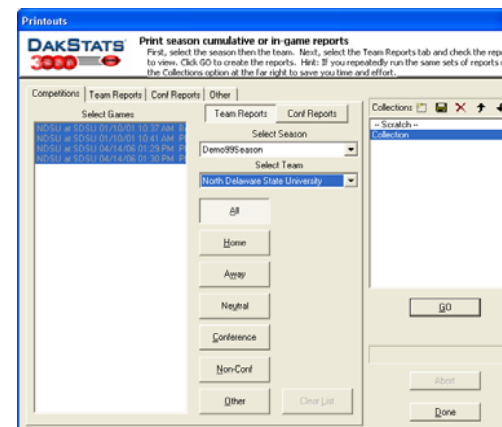
- When all stats and scores are entered, click **Game Control | Game Finished**.

Note: To check game stats for errors, click **Game Control | Balance**. A red X will signify an error in stats. Find the error in Box Mode and correct it.

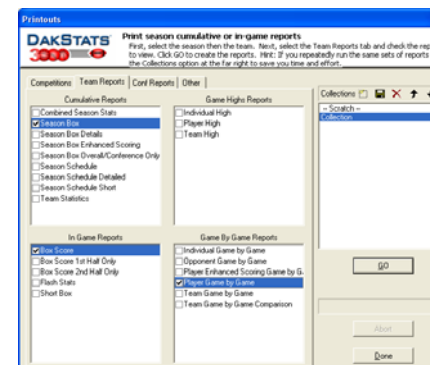
Printing Stats

- To view season or individual stats, click **File | Print Favorites**. Choose your season and your team.

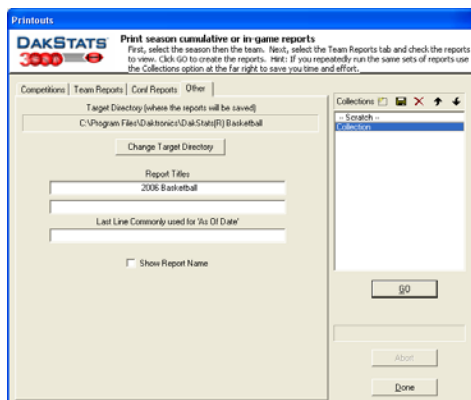
- The buttons **All** through **Other** can be used to select which games stats to view.



- On the **Team Reports** tab, click **Add New Set of Reports** next to **Collections**.
- Name the collection and click **OK**. In the **Printouts** screen, highlight the new collection. Check your most used or favorite printouts, and click **Save**.
- To view reports after they are checked, click **Go**.



6. Reports can be named. Click the **Other** tab and enter a **Report Title**.



Note: Reports are created in html format for easy posting on websites. Some schools restrict faculty from creating these types of files. Make sure you have the proper rights to create a report.

Exporting Files

1. DakStats files can be shared with other DakStats users. To export a file, click **File | Export Game**.
2. To change the directory, click **Directory** and change the directory.
3. On the **Export Competition** box select the appropriate season and team. Highlight the competition you wish to export.
4. Click **Export**.



Importing Files

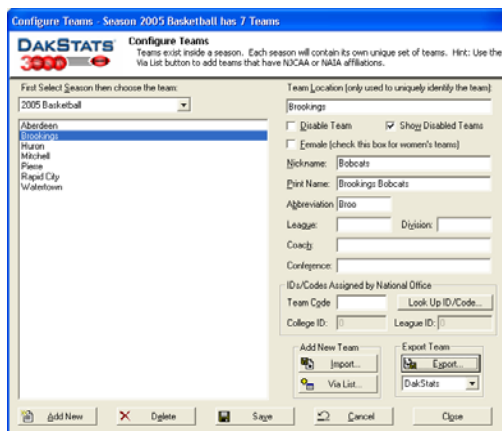
1. To import a file, click **File | Import Game**.
2. Choose the directory with the file you wish to import by clicking **Change Import Directory**. It will appear that the directory does not have the file in it. Click **Select** and the file(s) will appear on the **Import Competition** box.
3. Select the appropriate season and click **Import File**.
4. If prompted with a "Problem resolving TEAM" screen, highlight the team from the list that matches the team in gray and click **Select**. If the team is not on the list, click **Add New**. Repeat the above steps if a "Problem resolving PLAYER" screen appears.



Exporting Rosters

Note: A roster must be created first. See **Create Rosters** on page 1.

1. Rosters can be shared with other DakStats users. To export a roster, click **Configure | Teams**.
2. Select the appropriate season and highlight the team you wish to export. Click **Export** and select the directory.
3. Once you have your directory selected, click **Save**.



Importing Rosters

1. To import a roster, click **Configure | Teams**.
2. Select the season you wish to import the roster and team to.
3. Click **Import** and select the appropriate directory.
4. Highlight the roster file and click **Open**.

