

This quick start guide for DakStats® Basketball 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 (**ED-18169**), available online at dakstats.daktronics.com/Pages/Download.aspx.

Creating Seasons

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

Creating Teams

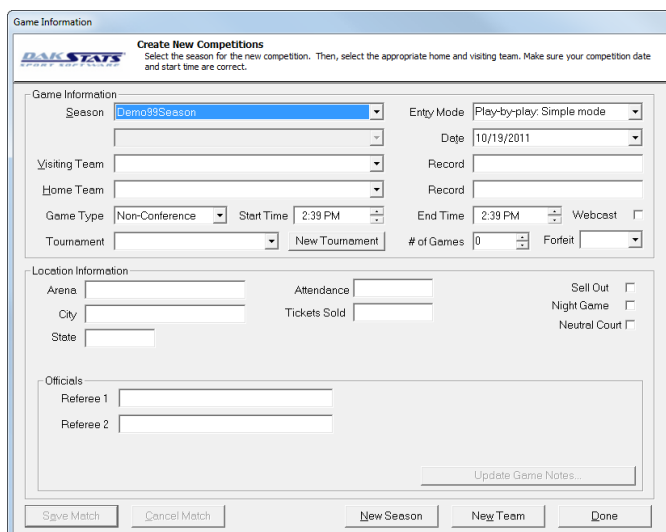
1. Go to **Configure > Teams**.
2. Select your season.
3. To add a new team, click **Add New**. If your league uses the DakStats Web-Sync, you may click the **Via List** button to select your teams from the list.
4. Type in a *Team Location*, *Nickname*, *Print Name*, and *Abbreviation* for each team.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

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**.

Creating Games

1. Go to **File > New Game**.
2. Select the season and visiting and home team for the game.
3. Make sure the *Date* and *Start Time* are correct.
4. Select one of the following *Entry Modes*:
 - **Play-by-Play: Simple mode** records each play as it happens.
 - **Box Score: Game Totals** lets users enter end of game stats.
 - **Box Score: Period by Period** tracks stats for each period.
 - **Two-Click** records stats for both teams or just one.
5. 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.

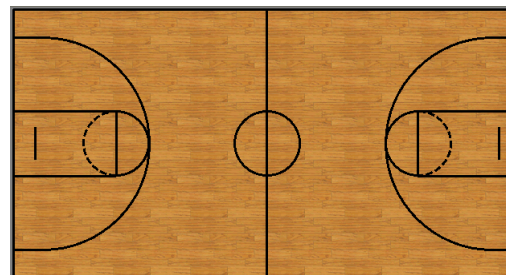
1. Go to **File > Open Game**.
2. Select the season and Play-by-Play (*Pbp*) game, and then click **OK**.

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

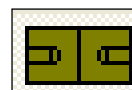
Entering Starters

1. Press **[F2]** or click the *Substitution* button .
2. Click on the players from the complete team roster on the right side of the screen, or type in the jersey numbers.
3. Click the button with the opposing team's abbreviation (or press **[X]**) to enter their starters as well.

Using the Shot Chart



Using the shot chart is optional, and it may be disabled by clicking the **Toggle Field** button. If you accidentally click on the court and a shot appears, click the **Redraw Shots** button to erase it.



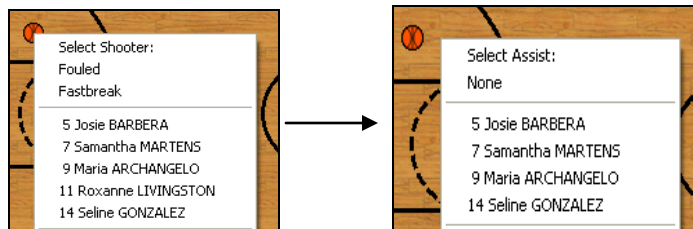
Toggle Field



Redraw Shots

Shots Made

1. Right-click on the court where the made shot was taken, and an orange basketball will appear.
2. Select the player who made the shot from the menu. Click **Fouled** or **Fast Break** before selecting the shooter if applicable.
3. Select the player who made the assist, or click **None**.



Shots Attempted

1. Left-click on the court where the missed shot was taken, and a white basketball will appear.
2. Select the player who attempted the shot from the menu.
3. Select the player who made the rebound. Click **Offensive** to bring up the offensive team roster.

Shots Blocked

1. Left-click on the court where the shot was taken, and a white basketball will appear.
2. Click **Block**, and then select the player who attempted the shot from the menu.
3. Select the player who made the block followed by the player who made the rebound. Click **Offensive** to bring up the offensive team roster.

Note: Blocked shots are shown using white squares.



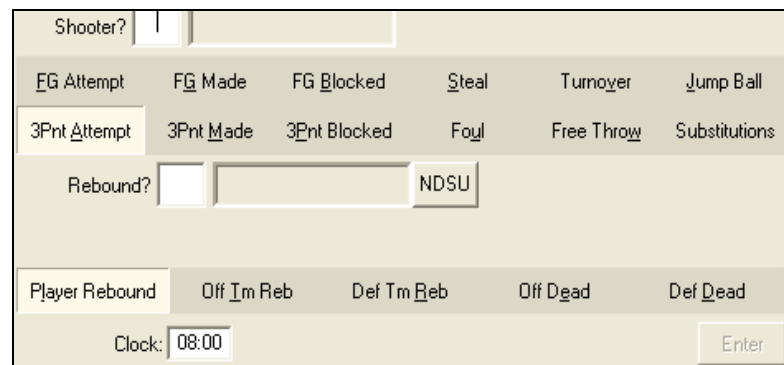
Substitutions

DakStats Basketball offers several different ways to perform substitutions. Find the method that works best for you:

- Right-click the player who is leaving the game from the complete team roster, right-click the player going in, and then click **SUB**.
- Right-click the player who is leaving the game from the in-game roster, and then select the player coming in for them from the menu.
- Click **Substitutions** or the Subs button to sub one or more players on both teams at the same time.

Using Play Entry Buttons

Note: Plays can be entered by clicking on the appropriate button or by using the hotkeys signified by the underlined letter. If using the shot chart, there is no need to use the shot attempt, made, or blocked buttons.



Shots Made

1. Click **FG Made** for 2-point or **3Pnt Made** for 3-point shots.
2. Enter the jersey number of the player who made the shot, or select the player from the in-game roster.
3. Enter the jersey number of the player who made the assist as needed, or select the player from the in-game roster.
4. Click or press **Enter**.

Shot Attempts

1. Click **FG Attempt** for 2-point or **3Pnt Attempt** for 3-point shots.
2. Enter the jersey number of the player who missed the shot, or select the player from the in-game roster.
3. Enter the jersey number of the player who made the rebound, or select the player from the in-game roster.
4. Click or press **Enter**.

Blocked Shots

1. Click **FG Blocked** for 2-point or **3Pnt Blocked** for 3-point shots.
2. Enter the jersey number of the player who took the shot, or select the player from the in-game roster.
3. Enter the jersey number of the player who blocked the ball, or select the player from the in-game roster.
4. Enter the jersey number of the player who made the rebound, or select the player from the in-game roster.
5. Click or press **Enter**.

Steals

1. Click **Steal**.
2. Enter the jersey number of the player who had the turnover, or select the player from the in-game roster.
3. Enter the jersey number of the player who made the steal, or select the player from the in-game roster.
4. Click or press **Enter**.

Turnovers

1. Click **Turnover**.
2. Enter the jersey number of the player who had the turnover, or select the player from the in-game roster.
3. Select the turnover type:
 - a. **Steal**: This is the default choice. Indicate who stole the ball.
 - b. **Team Turnover**
 - c. **No Steal**
4. Click or press **Enter**.

Fouls

1. Click **Foul**.
2. Select the type of foul.
3. If it wasn't a team foul, enter the jersey number of the player who fouled, or select the player from the in-game roster.
4. Click or press **Enter**.

Jump Balls

1. Click **Jump Ball**.
2. Enter the jersey numbers, or select the players from the in-game roster list who will be doing a jump ball.
3. Select the winning team by clicking the button with the team abbreviation if necessary.

NDSU	NDSU	MC	MC
2	FG Attempt	FG Made	FG Blocked
4	3Pnt Attempt	3Pnt Made	3Pnt Blocked
5		Steal	Turnover
7		Foul	Free Throw
9			Substitutions
	Jump Ball		
	NDSU		
	MC		
	2		
	5		
	8		
	10		
	13		
	Clock: 08:00		Enter

Free Throw

1. Click **Free Throw**.
2. Enter the jersey number of the player who will perform the free throw, or select the player from the in-game roster.
3. Select the type of free throw.
4. Click **Good** or **No Good** to record whether each shot was successful or not.
5. If the final shot is no good, indicate the player who rebounded.

Note: To cancel a free throw, click the **Free Throw** button again.

Editing Plays

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

Game Control

The **Game Control** menu contains several game options:

- **Start Next Period:** Begins a new period or overtime
- **Game Finished:** Ends the game
- **Substitution/Mass Subs:** Makes single or multiple substitutions
- **Balance:** Shows if every stat equals out for each team
- **Swap Teams:** Changes the sides of the court on which the teams are playing
- **Timeout:** Calls a timeout
- **Toggle Active/Rebound Team:** Gives ball possession or rebound to the opposite team
- **Export game as XML file:** Saves the game in XML format
- **Analyze game:** Used for lineup analysis reports

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 Period:** Deletes a selected period
- **Add/Edit Play Commentary:** Adds text to be used in the play-by-play report
- **Error Check:** Checks the game for statistical errors
- **Rebuild Stats:** Updates the season database after editing the play-by-play report

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	Total
MC	41	35	0	0	76
SDSU	38	43	0	0	81

- 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.

Two Click Entry

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

1. Open a game by going to *File > Open Game*.
2. Select the season and *Two Click* game, and then click **OK**.

Entering Starters

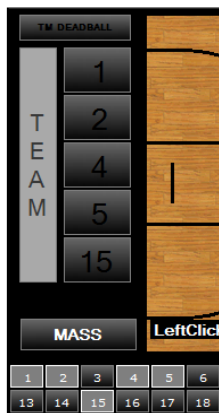
Right-click 5 player numbers underneath the appropriate side of the basketball court.

Making Substitutions

Right-click the player(s) coming in, and then right-click the player(s) going out.

Mass Subs

Click the **Mass** button, and then right-click five players again.



Entering Missed Shots

1. Left-click on the court at the approximate location of the shot.
2. Click on the jersey number of the player who took the shot.
3. If desired, select **REBOUND-OFF** or **REBOUND-DEF**, and then click the player/team that made the rebound. If the play resulted in a deadball, click **TM DEADBALL** next to either the offensive or defensive team.

Entering Made Shots

1. Right-click on the court at the approximate location of the shot.
2. If desired, click **FAST BREAK**, **2ND CHANCE**, **PAINT**, and/or **TURNOVER**.
3. Click on the jersey number of the player who took the shot.
4. Click on the jersey number of the player who made an **ASSIST** if applicable.

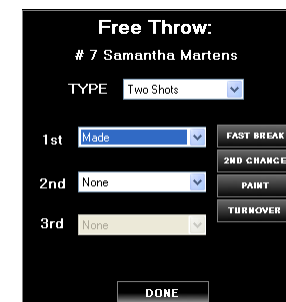


Entering Stats

Blocks, **turnovers**, **steals**, **assists**, and **rebounds** are entered simply by clicking the appropriate stat button and then clicking a player's jersey number. **Fouls** and **free throws** have additional options, described below.

Free Throws

1. Click **FREE THROW**, and then click on the jersey number of the player who will perform the free throw.
2. Select the **TYPE** of shot.
3. Select an outcome for each shot.
4. Click **DONE** when finished.



Fouls

1. Click **FOUL-DEF** or **FOUL-OFF**.
2. Select from one of the more specific foul types if desired.
3. Click on the jersey number of the player or the **TEAM** who performed the foul, or click **CANCEL** to enter a different play.



Controlling the Game Clock

- Use **START/STOP CLOCK** or the **[Space Bar]** to control the clock.
- Click the clock, type in a new value, and then press **[Enter]**.

Entering Scores Manually

Click the **+3**, **+2**, **+1**, or **-1** buttons underneath the team score.

Taking Timeouts

1. Click the **T.O.L.** number next to **FULL** or **PARTIAL**. Alternately, go to **Game Control > Timeout**, and then select a full or partial time out for a particular team, or select **Media**.
2. Click **Yes** as needed to confirm taking the selected timeout.

Editing the Play-by-Play Script

- Double-click an item in the Play-by-play script, and then select or type in the new choice or value. The play being edited is highlighted in yellow. Click off the play to save the change.
- Right-click a play to move or delete it. Right-clicking also lets you insert new plays, periods, and commentary to plays.

Note: Make sure to rebuild the stats after editing the script (**Edit > Rebuild Stats**).

Period	Clock	Team	Player	Action	Result
		MC	#17 M. GIBSON	Substitution	Out
		MC	#15 T. BOMBAY	Substitution	In
	16:52	NDSU	#10 S. Michaels	Shot	Two Point Miss
		MC	#15 T. BOMBAY	Defensive Rebound	Three Point Made
	16:29	NDSU	# 6 K. Bartholemew	Shot	Three Point Miss
		MC	# 5 M. DUNBAR	Defensive Rebound	Three Point Blocked
		MC	#15 T. BOMBAY	Block	Two Point Made
	16:19	MC	# 5 M. DUNBAR	Shot	Two Point Miss
		MC	#15 T. BOMBAY	Assist	Two Point Blocked

Game Control

The Two Click **Game Control** menu contains the following commands:

- **Start Next Period:** Begins a new period or overtime
- **Game Finished:** Ends the game
- **Timeout:** Calls a timeout
- **Balance:** Shows if all stats equal out for each team
- **Swap Teams:** Changes teams to the other side of the court
- **Refresh Shot Chart:** Redraws shots on the court
- **Prompt Block Last:** sets when blockers are selected in play entry

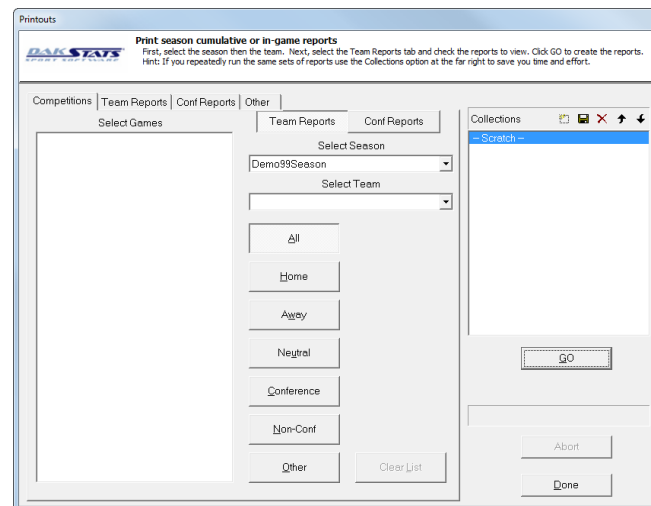
Edit

The Two Click **Edit** menu contains the following commands:

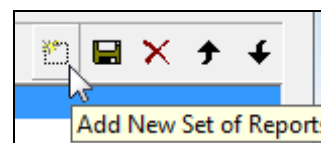
- **Team Button Colors:** Adjusts the TEAM button appearance
- **Rebuild Stats:** Updates the season database after editing the play-by-play script
- **Delete Last Play:** Removes the latest play from the play-by-play script.

Printing Season Stats

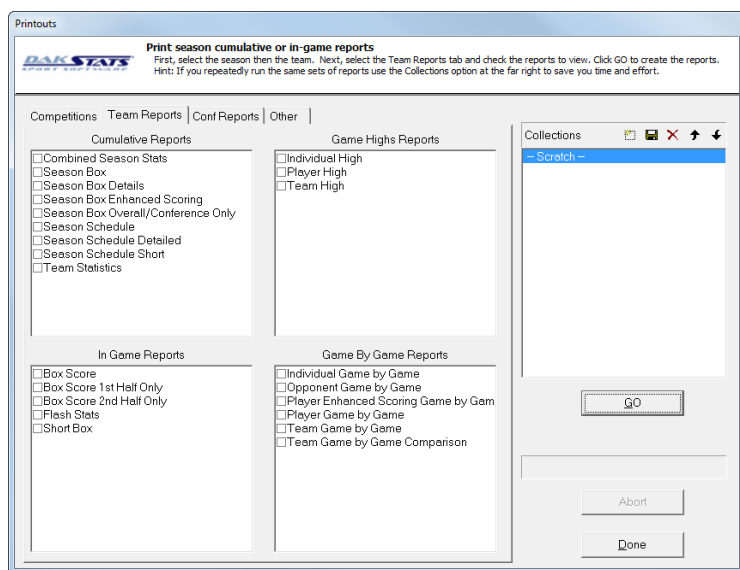
1. Go to **File > Print Season**.
2. Choose the season and your team.
3. Use the **All** through **Other** buttons to select game types to view.



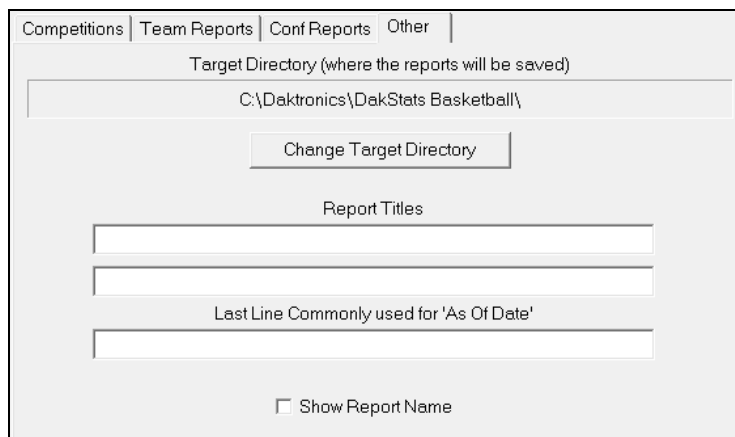
4. On the **Team Reports** sub-tab of the **Competitions** tab, click the **Add New Set of Reports** button.



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.

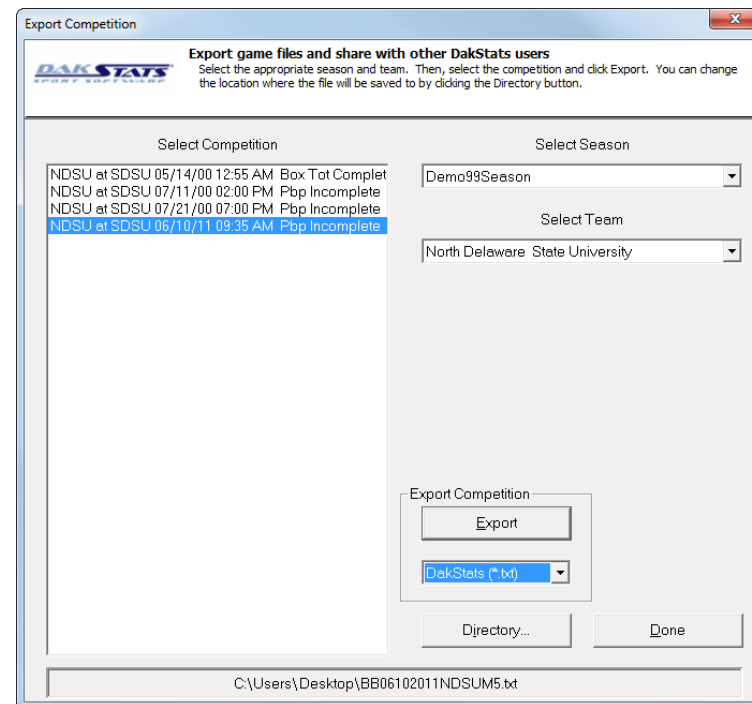


8. Click **GO** to view reports in the default Internet browser. Reports are created in HTML format for easy printing and posting on websites.

Exporting Game Files

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

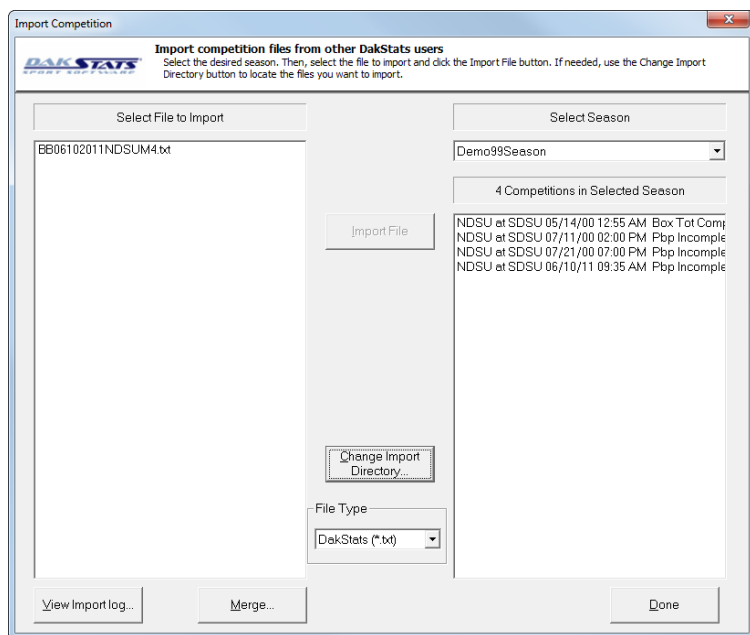
1. Go to **File > Export Game**.
2. In the *Export Competition* window, click **Directory** to change where the files are saved.
3. Select the season and team.
4. Highlight the competition you wish to export.
5. Click **Export**.



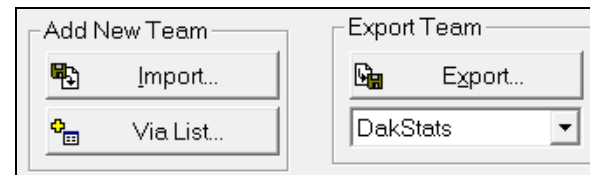
Importing Game Files

1. **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**, and then select the directory.
4. Be sure to click **Save** if any changes were 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. Select the desired directory.
5. Highlight the roster file, and then click **Open**.
6. Click **Save** to keep the changes in the roster.

Play-by-Play / Two-Click Tips & Tricks

- There is a one or two game learning curve. Don't try to be the official stat keeper if you have never used the software before.
- Practice taking stats while watching game film to get used to the pace of the game and software buttons for common plays.
- Have a good spotter to watch the game and describe each play.
- Have pens and paper on hand just in case of technical difficulties.
- Keep things simple to start, and then add more stats to record as you become familiar with the flow of the game and the software.

Keyboard Hotkeys

- [F1] - opens users manual
- [F2] - Substitution
- [F3] - Mass Substitution
- [F4] - opens Balance window
- [F5] - changes teams to the other side of the court
- [F6] - Timeout
- [F7] - Game in Progress
- [F10] - view Home roster/stats
- [F11] - view Visitor roster/stats
- [F12] - view both Visitor & Home rosters/stats
- [Ctrl] + [N] - opens *Game Information* window (new game)
- [Ctrl] + [O] - opens *Open Game* window
- [Ctrl] + [P] - opens *Printouts* window (season)
- [Ctrl] + [I] - opens *Reports* window (game)
- [Ctrl] + [S] - opens *Print Shot Chart* window
- [Ctrl] + [Q] - opens *Quick Display* window
- [Space Bar] - Start/Stop Game Clock

Two-Click Keystroke Entry

- [J] - Jumper
- [D] - Dunk
- [L] - Layup
- [P] - Tip-In
- [Y] - Three Point Shot
- [E] - Free Throw
- [R] - Rebound
- [A] - Assist
- [F] - Foul
- [T] - Turnover
- [S] - Steal
- [K] - Block
- [O] - Timeout
- [H] - Select Home Team
- [V] - Select Visiting Team
- [F10] - Clear the play

Note: When entering single-digit player numbers, be sure to type a "0" first. Alternately, type the first digit followed by a hyphen ("-") to skip the second digit.