

Dropbox

To get drop box go to <http://db.tt/iBhCwvzo> and register. Then let me know your email address and I'll share your folder with you.

This will be the place for team and/or stat people to place files. (Roster, game files, live stats)

Directory

Open up Tasfb Utilities – Utilities – Create directory – enter 2015

Utilities – select venue rules – select Rules.afl Arena Football - OK

Rosters **Please input them like the following**

Player's Short name – Ardley, Alex

Player's Long Name – Alex Ardley

Team ID's Names

AMA Amarillo Venom

DCL Dodge City Law

NMS New Mexico Stars

OMA Omaha Beef

SAL Salina Bombers

SAB San Angelo Bandits

SCB Sioux City Bandits

TXR Texas Revolution

WIC Wichita Force

You can also import other teams roster files by getting the other teams roster files – import/export – import roster – select team you want to input – then following prompts for add ID and team name. When you want to send the roster to other teams you will send them your .fro and .frx (scb.fro and scb.frx for example)

You can double check with coaches on the field before games to verify players and numbers also.

Report Options

Check the following defensive stats: Half sack assists, Half TFL assist, show defense GP

Check the following Kicking Stats: Field goal details

Miscellaneous: Arena/IFL data

Passing ratings - 0.25, 0.15, 0.25

How to start a game

Open Tasfb game scoring – F for Tas for Football (in-game scoring)

Game setup – select the home and away teams

Game info – enter records – date of game – town played in – stadium name – Conference game Y – Night game Y or N – Post-season game N unless you are in the playoffs – Start time of game – officials names – and scorer's name

If you have two teams with the same first letter in their code you can change them in the section here to V/H or whatever you will remember.

If you can get starters from coaches and/or radio people you can input those in the starters section in the game setup menu.

You can double check the rules setup.

Qtr: 4, Minutes: 15, Downs: 4, 1st Dn Yds: 10, Field Len: 50, T/o Half: 3, kickoff: 0, touchback: 5, PAT Try 3, Safety KO: 0, Touchdown: 6, FG: 3, Kick PAT: 1, Other PAT: 2, Safety: 2, Add of DK: 1, Add of 4pt FG: 1, Sack>Rush: N, FGa Drive: Y, Pen Drive: N, Fumb-NCAA: N

You can also setup In-game options from the Main menu: type whatever heading you want, Auto-Save should be 1, if you want to enter rush/pass/formation type you can change to Y, ½ sack to Y, split Def stats Y, sack as tackle Y, Arena Data Y

How to save games

Save games as the home team's three letter code and date played.

Game played in Sioux City on March 15, 2013 would be **SCB31513**

How to start inputting stats/printing stats

Go back to main menu – Scoresheet – Input

C – Comment on who won the coin toss

G- Game control – S Spot the ball – team h/v – Spot: 0 – Drive start N

You can input game. After 1st Qtr. Hit G for Game control – Q – Set quarter.

Now go to Tasfb game reports and print “quick” reports for the radio people and for how many packets you want after the game. Then print Plays – select quarter you want to print.

At halftime – G – H for end of half. Now print “quick” reports for radio people and coaches. Then print “quick” and Play by play for after game packets.

Start of 3rd – G – N for New Half and enter info on who is kicking off.

After game is done – G – H for end of half. Then from the Main menu – Wrap up game – enter records, time game ended and the attendance for the game. Then any game notes you may want to add like who the teams play the next week (this can be done before game as well). Then you will mark the players who played in the game by hitting the spacebar in front of their name. (this can be done during the game as well by hitting Alt H/V)

Now print out for radio guys the “quick” and Def. reports. After that print out the Scoring, Team, Indiv, Def, Drives (page 1 only) and play by play for the 4th Qtr.

Now give one packet to each team, the newspaper covering the game, and one for the GM.

Next, select the HTML – generate - you can then copy game html to Dropbox or flash drive and email out to the other media. **Make sure you are still on-line when you drop the files into Dropbox.**

Common scoring mistakes-

On a play with a penalty on a rush or return the player gets the yardage to the SPOT of the penalty and the stats on the play count.

Example 1: Ball on H20, Rusher gains to the H25 but a holding penalty was called at the H22. So, input play as a rush to the H22 then a 10 yard holding penalty to the H12.

Example 2: Kick off to the H0, return to the H25 but a holding penalty at the H20. So input play as kick to H0, return to H20, then a 10 yard holding penalty to the H10. Count the play.

On plays dealing with kicking where the return team keeps the ball or plays which the offense gains yards before the penalty, the PLAY **will count** for stats.

If a QB is sack, it is still entered as a passing play. A sack is called when the QB is tackled **BEHIND** the line of scrimmage and the intended action of the play was to pass the ball. The stats will be displayed as Team passing yards.

How to pack game files after the game.

Open Utilities/roster maintenance – import/export – pack game file – select location to put file.

Best option is to pack file to a USB thumb drive, or make a folder on your c drive like c:/stats and use that folder as the location.

Now you can email the .PAK file to the other team with the HTML that was generated earlier or they can grab in from Dropbox. Then drag the .PAK file from where you saved it to the **Dropbox/cif/your team folder.**

When you get a .PAK file you will need to unpack that file – Utilities – import/export – unpack game file – select game to unpack – now import game – check the team codes are correct – check the players are correct – IF YOU see a name not match up but they are the same player, make sure to highlight that player for the program to change his name on saving the game file. **IF you see a new player wearing the same number as an old player DO NOT highlight them. You can click on them to unhighlight them, this will allow the new player to be imported.**

Another way is to make a folder called stats on your c drive of the computer. Here is some instructions for that.

goto the start button - right click - explore

goto the c: and click on that

Then take mouse and select File - New - Folder - and call it stats

Now goto tasfb utilities - import/export - pack game file - select the game you want - pack it into C:\stats

Then goto window explorer to C:\stats - copy the fpk then go to the dropbox folder and paste it.

You can make sure that dropbox has been updated by checking dropbox.com and looking to see that the files are listed.

Game reports / Live game setup

You will *need* to have the TasFTP program installed for this to work.

Open Tasfb game reports – HTML – make sure all the reports are checked

For Live stats if you have an FTP site you want to use, let me know the URL of it.

IF you are using the Dropbox here is the setup –

Once the game is ready to score, open Tasfb Game Reports – make sure the current game is selected from the game list – select Live – Live setup - start check the activate box. Before that you can setup the Copy files settings – check the auto-copy files – html – Target directory will be the location of your Dropbox folder on the scoring computer. You can find that by going into explore mode – find the Dropbox and your team’s folder - then in the address bar left click your mouse and copy that address.

(C:\Users\Home\Dropbox\cif\SiouxCity) for example

Other settings that should be check are show stats on screen and generate lastplay.htm

To set the logos and different colors for html's up go to Live - live HTML tailoring - this lets you change the text and background colors. It will also let you set up the logos for the teams.

If you don't see things updating - check to make sure you have an internet connection - check to make sure Dropbox location is correct – check to make sure Dropbox is signed on to – check to see that the txt file, runit.txt is in your team dropbox folder (I turn off the updating of files by renaming this file, so just rename it to runit.txt) – check to see if the dropbox team folder is being updated