

StatCrew - Instructions pour le basketball

1. Double cliquez sur l'icône du Control Panel StatCrew (qui devrait être sur le bureau de votre ordi)
2. Cliquez sur Game Scoring
3. Tapez "S" (dans le In-game scoring & statistics)
4. Tapez les touche 123 puis entrer (c'est un code de 3 chiffres... 1 2 3)
5. Tapez "O" pour vérifier que vous êtes dans le bon directory.
6. Pressez CTRL+ENTER pour enregistrer le directory
7. Tapez "I" pour aller dans le menu du match (Game menu)
8. Tapez "N" pour ajouter le match d'aujourd'hui

Game Date : Utilisez le mode suivant pour entrer la date... aa-mm-jj
si on est le 4 novembre 2019, il faudra écrire : 19-11-04

Game Time : S'il est 18h, il faut écrire 18:00... s'il est 13h30, il faut écrire 13:00

Site of the game : Inscire le nom de l'équipe receveuse

Site code : Inscire H pour un match de saison régulière à domicile.

League game : On inscrit un Y pour les matchs de saison régulière et N pour les matchs hors-concours ou de séries

Schedule note : Ne rien écrire

Quarters/Halves : Inscire Q (pour quart)

mins per period : 10

mins in Overtime : 5

Visiting Team Code : Inscire le code (6 caractères) de l'équipe visiteuse (Tapez ENTER pour voir la liste des équipes. Sélectionnez l'équipe dans la liste.

Home Team Code : Inscire le code de votre équipe (6 caractères)

Visitors' Record : Ne rien écrire

Home Team Record : Ne rien écrire

Officials : Ne rien écrire

Attendance : Inscrivez le nombre de spectateurs (approximatif) à la fin du match

Pressez CTRL+ENTER pour enregistrer le set-up du match.

Le nom du match doit correspondre au numéro du match. Voir le calendrier de la ligue.

Femmes : <http://www.rseq-stats.ca/collegial/basketball-f-d1/>

Hommes : <http://www.rseq-stats.ca/collegial/basketball-m-d1/>

Le nom du fichier commencera avec soit un F, soit un M suivi des chiffres correspondant au numéro de match.

Tapez <F2> pour sélectionner les Starters

Le reste du document est en anglais. Une traduction sera disponible plus tard.

Move down to each starter, and hit ENTER.

To deselect someone, Tapez SPACE

Make sure you have 5 starters for each team.

Use "H" and "V" to switch from the Home Team to the Visitors.

Tapez F10 to return to the game info screen

Tapez CTRL-ENTER to save the info and return to the game selection screen

Tapez ESC to return to the main menu

Tapez "G" to enter the Gametime Scoring screen. Ensure that it says 10:00 left in the 1st quarter, and that the starters have been selected.

Go back to the StatCrew Control Panel, and Cliquez on Game Reports

Select the current game.

After Quarters

Make sure the clock reads 0:00

ESC to return to the main menu

Tapez "C" (Make changes to time, period, stats)

Tapez "4" (Individual Playing times)

Check that the total time is 50:00 and 50. If it is 51 or 49, then Tapez F1 to automatically balance the minutes.

Use H and V to switch between home and visitors.

Tapez ESC to return to the main menu

Tapez "C" again

Tapez "1"

Tapez "N" (New period), and then ESC to exit.

Tapez "G" to return to the Gametime Scoring screen.

At Halftime

Go through the end of quarter steps.

Go back to the "Game Reports" program

Press the "NCAA Box" button.

Print 6 copies of the stats (2 for each team, 1 for me, 1 for the table). If there are media present, we'll print more.

After the Game

Go through the end of quarter and halftime steps

In Game Scoring, Tapez "B" from the Main Menu.

Use H and V to switch between each team's display

Ensure that the score is correct and that the minutes are correct.

Ensure that there are no errors indicated (they would be at the bottom of the screen.)

If there is an error, find the quarter in which it appears. Use 1, 2, 3 or 4 to bring up the appropriate period.

Common errors:

Player getting stats without minutes

This may be because you forgot to bring a player into the game, or because an action was given to the wrong team.

Total Rebounds not equal to shots

This means that there are either too many or too few rebounds. Check all the missed shots and rebounds.

Team's missed shots <> Team's Off Rebs + Opp's Def. Rebounds.

This means that a rebound was either incorrectly designated offensive or defensive, or was given to the wrong team. Most likely, an offensive rebound should actually be defensive.

If there are more missed shots than rebounds, check the rebounds after that team's missed shots.

If there are more rebounds than missed shots, check the other team's missed shots.

Go into Utilities.

Under Import/Export, select "Pack Game Files"

Tapez the address of the directory where the games are going. (If a USB key, "E:" or "F:")

Select the game (games) to pack.

It will ask for a name to save the packed file as. If they gave the file the correct name to start, they shouldn't need to change it.

Quick tips

To quickly add or **change players** (also for in-game number changes)

- From the game screen, hit F2 to bring up the rosters.
- Use "H" and "V" to switch between the Home and Visitors
- To change a player's name or number, enter his number and then enter the new info.
- To add a player, hit "N" (New Player) and enter his name and number.
- Tapez CTRL-ENTER to save your changes
- ESC returns you to the game screen.

Offensive fouls

- Record the turnover first, then the foul. (Charge the turnover to the person taking the foul, whether he had the ball or not.)

Technical fouls

- If the T counts as a Personal, TWO fouls must be entered. Enter the technical foul first, followed by a personal.
- Technicals to the Bench require only one entry.

Turnovers & Steals

- A turnover is given any time a team has possession of the ball and does not take a shot (except for the end of a quarter).
- Enter the turnover first, followed by a steal (if any)
- Remember that for a steal, there must be some positive action by the player.
- Shot clock violations are Team turnovers. If the team takes a shot before the horn goes, record it as a shot.

Rebounds

- Team Rebounds (M or DM) – used when the ball goes out of bounds or when a loose-ball foul is committed. Award the rebound to the team given the ball.
- Dead Ball Rebounds (B or DB) – used for any other stoppage (usually the first of multiple free throws). Award the rebound to the team given the ball.

Held balls/Jump balls

- If the team that had possession of the ball keeps it, do nothing.
- If the team that had possession of the ball loses it, charge a turnover to the player who had the ball, and credit a steal to the player forcing the jump ball.
- If the ball is held after a shot (but before the rebound is given), give the rebound to the player whose team is given the ball.

Substitutions

- Pay particular attention after time outs.
- Do not start the clock with anything other than 5 players per team on the floor.

End of quarter

- Do not charge a turnover to the team in possession of the ball.
- Do not charge a player with a shot attempt for a desperation effort (i.e. anything outside of normal shooting range) if it does not go in. If it does go in, credit the 3-pt made as normal – and send the tape to RDS!
- Balance the total minutes.
- From the main menu: “C” (Changes), “4 – Individual Playing times”
- Use “H” and “V” to switch between teams.
- Minutes must equal 50:00 and 50 for each quarter. If the total time is 50:00, but the minutes are something else (49 or 51), hit F1 to balance the times. That should make the times equal to 50:00 and 50. Do this for both teams.
- Change the quarter – use “1 – Change period & time” and hit “N” (Start New Quarter).