TAS For Football Penalty codes (default)

12 - 12 men on the field BB - illegal batting BL - illegal block CL - clipping DG - delay of game EN - Encroachment EQ - failure to wear required equipment FC - illegal fair catch signal FM - face mask FO - illegal formation FP - illegal forward pass FS - false start HC - illegal helmet contact HO - holding HR - helping runner ID - ineligible downfield on pass IG - intentional grounding KI - kick catching interference KK - illegal kicking MO - illegal motion NF - noncontact foul OD - offside defense OS - off-side PA - illegal participation PD - player disqualification PF - personal foul PI - pass interference PR - illegal procedure RH - roughing holder RK - roughing kicker RP - roughing passer SH - illegal shift SI - sideline interference SU - substitution infraction TO - illegal touching TR - tripping UC - unsportsmanlike conduct UH - illegal use of hands

Overtime handling:

- Select Game control | End half to end the 4th quarter
- Select Game control | Quarter to start the OT prd
- Enter "5" for Qtr and "15:00" for clock time (12:00 for high school)
- Select Game control | Possession change to start each new drive
- Always use clock time of 15:00 for no time of possession
- Do **not** close out the end of the OT period leave clock at 15:00

TAS For Football Key game management steps

July 2006

Initial first-time setup:

- Install the software onto your hard disk
- Setup in-game and report options
- Select your printer type and create a games directory

Pre-game setup:

- Create the team rosters using Utilities|Roster maintenance
- Start the In-game scoring program from the TAS FB Menu
- Verify options, printer, games directory, and rules are correct
- Use Game setup to select teams and enter general game info

At the start of the game:

- Select Main|Scoresheet|Input to display the Play Input window
- Press "C" to enter a comment about the coin toss
- Press "G", then "N" to spot the ball for the kicking team
- Press "K", the "O" to enter the kickoff play
- Press the appropriate keys to continue scoring the game

While scoring the game:

- Use the left (←) or right (→) arrow keys to access the Play Editor
- Press Alt+R or Alt+# to view or print reports

At the end of the 1st quarter:

- Select Game control|Set quarter to indicate start of 2nd quarter
- Print 1st quarter game reports as desired

At the end of the 2nd quarter:

- Select Game control|End half to indicate end of 1st half
- Print halftime game reports as desired

At the start of the 3rd quarter:

- Select Game control|New half to setup for the 3rd quarter (reset clock, spot ball for kicking team)
- Enter the kickoff for 2nd half and resume scoring

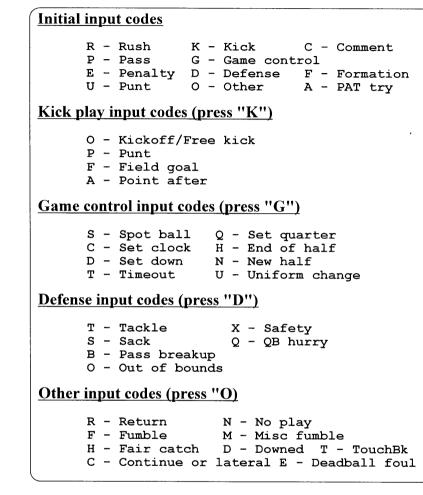
At the end of the 3rd quarter:

- Select Game control|Set quarter to indicate start of 4th quarter
- Print 3rd quarter game reports as desired

At the end of the game:

- Select Game control|End half to indicate end of 2nd half
- Select Game wrapup, enter team records, game times
- Print final reports and save game to disk

Play Input Codes



Editing key codes

\rightarrow	Last 15 plays
←	Drive list (bottom)
↑	Drive list (top)
$ \downarrow$	Edit a quarter
Alt+E	Edit last play
Alt+D	Delete last play
F10	Clear input lines
"-"	Clear last line
"."	Current tokens

Quick keys

Alt+V	Edit vis roster
Alt+H	Edit home roster
Alt+R	Reports menu
Alt+S	Save game file
Alt+G	Game info window
Alt+#	Display report #
Alt+0	In-game options
Alt+G	Game info
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Penalty handling reminders

Press "E" from Play Input initial list to display:		
Pen:FS Team:V Res:D		
[Pen: Enter 2-char code or blank for list] [Team: Enter team penalty is against] [Res: Enter A=accepted D=declined O=offset]		
If penalty is accepted:		
Pen:FS Team:V Res:A ##:45 Spot:V35 Down:N [Down: N)ormal 1)Auto 1st, +)Loss of down]		
[##: Uni of player charged with penalty or TM] [Spot: Yardline where ball is spotted] [+: Loss of down (intentional grounding)] [1: Automatic 1st down (defense holding)]		
When penalty occurs during a play:		
Rush:44 ?:T At:V45 Pen:HO Team:V Res:A ##:45 Spot:V35 Dwn:N Stats count on this play?:Y		
Stats count.?: Enter "Y" if play counts Enter "N" if play nullified		
Offsetting penalties:		

Press "E" twice to enter each penalty separately, and use a result code of "O" for each for each penalty.

Deadball fouls:

Enter deadball fouls/penalties as a separate play from the play from scrimmage.

If a penalty is to be enforced on the ensuing kickoff, wait until the kickoff to enter the penalty play.