

Digital Game Record

Testing:

1) At <http://www.lakroska.cz/>, press Pointbench Software on the right hand side and then download NFLL Testing League.

2) Install PointBench (PB).

3) Open PB and in File/Select League select "TEST NFLL 9999 (9999)" (for a real game record select NFLL 2015 – will be added later).

4) In File/Select Game, select any game.

5) In File/Options the following must be checked/unchecked:

- Men's Field Lacrosse - checked
- Playing Time/Auto - not checked, then enter "Period Count" 4, "Period length" 20 and "Overtime length" 4
- Game Time/Use internal timer - checked
- Ignore periods - not checked
- Use goal type - not checked

6) Then follow the procedure as in a paper game sheet:

- Verify, whether all players present are checked on the team roster
 - Check unchecked players by clicking on the field left of their name
 - Uncheck checked players who are not present using the same procedure
- Verify the jersey numbers of present players
 - Edit the wrong numbers by double-clicking on the number (larger interval)
 - Enter missing number using the same procedure
- **Enter starting goalies of both teams:**
 - select a Team (key „h“ – Home , „v“ – Visiting),
 - enter Time 00.00
 - select Event – key „x“ (Change Goalie)
 - in Player, enter the jersey number or select name of the goalie
 - **press Enter** – the record is displayed in central field Events

7) Game starts. Use Ctrl+Enter to control the game time (start/stop).

8) Goal scored:

- select Team (key „h“ – Home , „v“ – Visiting),
- time of the goal is set automatically
- select Event - Goal (key „g“)
- enter the scorer in Player 1
- enter the assistant in Player 2 or second assistant in Player 3
- **press Enter** – the record is displayed in central field Events and the game score changes

9) Penalty:

- select Team (key „h“ – Home, „v“ – Visiting),
- game time of the penalty is set automatically
- select Event – Penalty (key „p“), manually enter Description (in english) and Length (1, 2, 3, Expulsion)
- **press Enter** – the record is displayed in central field Events

10) Shot:

- select Team (key „h“ – Home, „v“ – Visiting),
- game time of the shot is set automatically
- select Event – Shot (key „s“)
- select Category – Wide/Save
- in Player 1, enter the jersey number of the shooter
- **press Enter** – the record is displayed in central field Events

11) Groundball:

- select Team (key „h“ – Home, „v“ – Visiting),
- game time of the groundball is set automatically
- select Event – Groundball (key „b“)
- in Player 1, enter the jersey number of the player
- **press Enter** – the record is displayed in central field Events

(For shots and groundball it is not necessary to enter a Player, however it is advisable to do so)

12) End of period:

- signal sounds
- by pressing Ctrl+P, arrow down and **Enter** increase the number of a period

13) End of the game:

- Game/Enter Summary – add statistics of shots, groundballs, saves and goals/no goals, if not entered as Events, enter the refs and scorekeeper and timekeeper, check **Game finished** and press OK
- File/Save game
- Close PB
- At home (or on the field if you are online) open the game and select Game/Export to Server to export the game record to the server.

In appropriate cases, the cursor moves to the next field automatically after entering a correct value. Otherwise use the tab key.

To delete erroneous record in the center Event field, double-click the wrong record and press Delete.

Try PB as hard as you can, explore the non described options and contact me in case of any questions.

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