

Pointbench

Pointbench – How to start

Download an installation file for your tournament/league and run the installer. The installer will create a shortcut on the desktop and in Start menu. Run the program and use menu command

File | Select League

Select your league/tournament and allow the program to download the data. You will want to do it also after any change of data made using web interface or made by a system administrator.

Program settings

Use a menu command **File | Options** to open settings dialog and set:

- Keyboard shortcuts for teams. You can use **H** for home, **V/A** for visiting/away, the first letter of team name or the first letter of team color.
- Most probably you will check **Auto** in playing time box, otherwise set
 - Period length in minutes
 - Period count
 - Overtime length in minutes
- There are optional parameters for communication with scoreboard. You will use it only if you have a compatible scoreboard, otherwise just check '**Manual time**'.
- If each period starts at time 0:0 uncheck checkbox '**Ignore Periods**' (and don't forget to change periods during typing). Check it if scorekeeper does the computation and reports full game time (adds sum of times of previous periods) and not only time within a period.
- If '**Ignore Periods**' is not checked, choose '**Counting Up**' or '**Counting Down**'. Choose '**Counting Up**' if scorekeeper uses increasing time. For '**Counting Down**' the time you type will be subtracted from period length which is helpful when a counting down scoreboard is used.

Game

Preparation

- [*Select league by **File | Select League** (the program can remember recently loaded league)*]
- Select game **File | Select Game**
- Check rosters - player names and numbers - and possibly update rosters (see later)
- Make possible temporary number changes for existing players (see later)
- Choose keyboard shortcuts for teams (**Files | Options**)
- Set period 1 (**Ctrl+p**), **arrows up/down, enter**
- Record starting goalies as game events at the time 00:00 (see later how to enter game events).

Game

While entering game events use just a keyboard, move to the next field using 'TAB' key (the cursor moves automatically, if it is possible, for instance after pressing "team" key the cursor is moved to the field for minutes).

How to record game event, step by step:

- Press team shortcut (the key which has been assigned to the team in program settings)
- Fill time (minutes, seconds)
- Choose event type by pressing an event shortcut key (see event shortcuts list)
- Fill additional information for event (for example: goal - player numbers for goal and assist, penalty - player number plus penalty length and foul)
- Finalize event entering by pressing **enter** key

Game break

- Save data (**Ctrl+s**)
- Check score
- Set new period (**Ctrl+p**), **arrows up/down, enter**
- Record possible goalie substitution

After the game

- Add game summary, menu command **Game | Enter summary**
- **REMEMBER TO CHECK 'GAME FINISHED'**
- Save data (**Ctrl+s**)
- Check score
- Publish to internet (**Ctrl+e**) (it takes a few seconds, a small box with 'OK' button should appear for success, otherwise there is some error message)

How to make temporary number changes

Use it if you need to change player number just for one game.

1. Mark the player in the list (home team on the left side, visiting tem on the right size) by left clicking on his name
2. Press **enter**, type the number, and press **enter** again.

How to make permanent roster changes

1. Go to website <http://stats.pointbench.com/<league>/<year>/league-edit>
2. Click '**Edit roster**', add player (do not delete anybody, unless you really know, what you are doing) and send
3. Go to Pointbench client program, select the laegue and allow to download the league data again.

Pointbench keyboard shortcuts

Program control

Ctrl+l	Load league
Ctrl+g	Choose game
Ctrl+s	Save data
Ctrl+p	Period change
Ctrl+e	Publish the current game to internet

Events

g	Goal
s	Shot
b	ground Ball
p	Penalty
x	goalie change
t	Timeout
o	turnOver
c	Caused turnover
r	Clear
y	face-off player
f	Face-off
v	save
e	free position shot
y	draw player
l	draw control
u	foUI
a	card

Pointbench and Scorekeeping

Before each game

- Check team rosters - player names and numbers, mark possible changes
- Use a free field next to printed number for changed number

Immediately before the game

- Record starting goalies

Game break

- Check score with referees/umpires
- Mark end of period
- Record possible goalie substitution

End of game

- Check score with referees/umpires
- Ask team captains to sign the scoresheet
- Ask referees/umpires to sign the scoresheet

Game events – what to enter

Goal

- Put time of goal (minutes:seconds)
- Score after the goal
- Abbreviation of team (or use H for Home, V/A for Visiting/Away)
- Number of the player who scored
- Number of the player who assisted

Penalty

- Put time of penalty (minutes:seconds)
- Abbreviation of team (or use H for home, V for visiting)
- Number of the player
- Penalty duration/card color
- Foul name

Faceoff/Draw

- Record a team who got the possession

Shot wide

- Record any shot which is not goal or save

Save

- Record each save for the goalie (there are 2 lines for 2 goalies)
- Hitting pipe is considered to be save

Timeout

- Circle period number
- Record a time of timeout

Goalie substitution

- Record a time
- Put a new goalie number