

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

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Key game management steps

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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

Initial input codes

R - Rush K - Kick C - Comment
P - Pass G - Game control
E - Penalty D - Defense F - Formation
U - Punt O - Other A - PAT try

Kick play input codes (press "K")

O - Kickoff/Free kick
P - Punt
F - Field goal
A - Point after

Game control input codes (press "G")

S - Spot ball Q - Set quarter
C - Set clock H - End of half
D - Set down N - New half
T - Timeout U - Uniform change

Defense input codes (press "D")

T - Tackle X - Safety
S - Sack Q - QB hurry
B - Pass breakup
O - Out of bounds

Other input codes (press "O")

R - Return N - No play
F - Fumble M - Misc fumble
H - Fair catch D - Downed T - TouchBk
C - Continue or lateral E - Deadball foul

Editing key codes

→ Last 15 plays
← Drive list (bottom)
↑ Drive list (top)
↓ 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+O In-game options
Alt+G Game info

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.