Program Pointbench

How to download

Before running the program you need to download and install Microsoft .NET Framework 3.5 or newer (it is possible you already have it). Version 3.5 can be downloaded from Microsoft website.

Full installer can be downloaded here:

http://download.microsoft.com/download/6/0/f/60fc5854-3cb8-4892-b6db-bd4f42510f28/dotnetfx35.exe

To get web installer go to:

http://www.microsoft.com/cs-cz/download/details.aspx?id=21

The most recent version of Pointbench is marked 2.5, you will find it on page

http://pointbench.com/drupal/client

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 download the data. You will want to do it after any change of data made using web interface or made by the a system administrator.

If you know what you are doing you can load the league data using

File | Load League

Name of the league file looks like **<year>-<league-abbreviation>.xml**, for instance

2014-nbll.xml

for National Box Lacrosse League 2014 (it has abbreviation 'nbll')**.**

Use this method if you already downloaded league data using web interface and unpacked it to some folder of your choice.

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, or just the first letter of team name
- 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

- [Load league **File | Load 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 keybord shorcuts 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 team in program settings)
- Fill time time (minutes, seconds)
- Choose event type by pressing an event shortcut key (see event shorcuts list)
- Fill additional information for event (goal: player numbers for goal and assist, penalty: player number plus penalty length and foul)
- End event entering by pressing **enter**

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>/2014/admin**

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   Public the current game to intenet

Events

g   Goal

s   Shot

b   ground Ball

y   face-off plaYer

f   Face-off

p   Penalty

x   goalie change

t   Timeout

o   turnOver

c   Caused turnover

v   saVe

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

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 possesion

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