

8 Football Operation

Sport Insert: LL-2437

The Sport and Team Name Insert drawings are located in **Appendix B**. The Block Diagram drawings are located in **Appendix A**. The Quick Reference is located in **Appendix D**.

Reference Drawings:

Insert; LL-2437 A/S 5000, Football	DWG-122652
Block Diagrams, A/S 3000 or 5000 Outdoor Sports	DWG-124690
Insert; LL-2441 A/S 5000, Team Name	DWG-125290

Refer to the information in **Section 2: Basic Operation (p.5)** to start up the console and how to use the sport insert.

If an insert is lost/damaged, use a copy of the insert drawing until a replacement arrives.

Use the label sheet provided with the console (Daktronics part # LL-2458) to attach the correct code number label to the sport insert in the designated location. Write the code number in the space below. If viewing a digital copy of this manual, print this page and fill in the code number.

Write the correct code number here:

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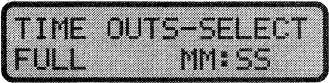
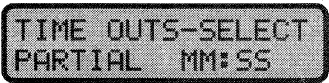
If the code number for a scoreboard is unknown, refer to **Appendix C**. If the scoreboard model number is unknown, refer to the documentation provided with the scoreboard.

Football Keys

Time Out On/Off

<TIME OUT ON/OFF> stops and starts the time out clock. The length of both the full and partial time outs can also be changed when the time out clock is stopped.

Note: Only the time outs configured in the **EDIT SETTINGS** menu are displayed on the LCD and available for selection.

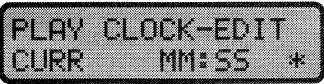
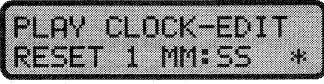
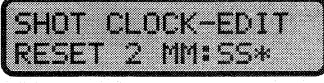
Display	Action
 MM:SS = minutes, seconds	Press <TIME OUT ON/OFF> to display the configured time for full time out length. To start the full time out, press <ENTER>. To cancel the full time out, press <CLEAR>.
 MM:SS = minutes, seconds	Press <TIME OUT ON/OFF> two times to display the configured time for partial time out length. To start the partial time out, press <ENTER>. To cancel the partial time out, press <CLEAR>.

Set Play Clock

The **SET PLAY CLOCK** setting is used by the remote play clock console. The configured play clock times are set using the **EDIT SETTINGS** menu when a new code is selected.

When **RESET ON STOP** is set to yes (**Y**), the **STOP** switch automatically resets the play clock using the **RESET 1** time and the **RESET** button uses the **RESET 2** time.

When **RESET ON STOP** is set to no (**N**) the **STOP** switch does not reset the play clock and the **RESET** button uses the **RESET 1** time.

Display	Action
 MM:SS = minutes, seconds	Press <SET PLAY CLOCK •> to display the current play clock time. To accept the current play clock time and return to the game, press <YES>. To edit the play clock time length and set the play clock, use the number pad to enter the new time in minutes and seconds, and then press <ENTER>. To discard the edited time, press <CLEAR> twice to clear the changes and return to the game.
 MM:SS = minutes, seconds	Press <SET PLAY CLOCK •> two times to display the configured play clock Reset 1 time. To accept the play clock Reset 1 time and return to the game, press <YES>. To edit the play clock Reset 1 time, use the number pad to enter the new time in minutes and seconds, and then press <ENTER>. To discard the edited time, press <CLEAR> twice to clear the changes and return to the game.
 MM:SS = minutes, seconds	Press <SET PLAY CLOCK •> three times to display the configured play clock Reset 2 time. To accept the play clock Reset 2 time and return to the game, press <YES>. To edit the play clock Reset 2 time, use the number pad to enter the new time in minutes and seconds, and then press <ENTER>. To discard the edited time, press <CLEAR> twice to clear the changes and return to the game.

Note: To blank the play clock while keeping the rest of the scores and statistics visible:
Press **<SET PLAY CLOCK>**, **<CLEAR>**, and then **<ENTER>**.

Recall Last Down

The **<RECALL LAST DOWN>** key is used to re-display the Ball On, Down, To Go, and Possession values of the previous play if a new value has been incorrectly entered. If **Auto Calculate (p.71)** is off, this function is disabled.

Display	Action
LAST DOWN RECALL Y/N	Press <RECALL LAST DOWN> followed by <YES> to restore the Ball On, Down, To Go, and Possession values of the previous play. Press <NO> to retain the new values that were entered.

Quarter +1

Display	Action
QUARTER- +1 N N = current setting	Press <QUARTER +1> to increment the quarter number. The full time outs are automatically reset at halftime. Note: When the quarter number increments to 2 or 4 and Auto Calculate is enabled, the play direction is changed. The ←I or I→ symbol shows the current play direction.

Yards To Go

The **<YARDS TO GO •>** key is used to manually enter how many yards are needed to reach the next first down from the current yard line.

Display	Action
TO GO EDIT NN* NN = current setting	Enter the yards to go for a first down using the number pad, and then press <ENTER>. Press <CLEAR> twice to cancel and return to the game.

Down +1

Display	Action
DOWN + 1 N N = current setting	Press <DOWN +1> to manually increment the down number. The current down number displays briefly.

Penalty Flag

Display	Action
FLAG 10:23 ↓ B-21 D-2 T-7 →I	Press <PENALTY FLAG> to indicate a penalty on the play. "FLAG" will appear on the LCD (and as RTD field # 78). With Auto Calculate (p.71) enabled, the down will not increment if <PENALTY FLAG> is pressed before pressing <BALL ON>. Clear the penalty flag by pressing the key again, or entering the ball on settings.

Ball On

The **<BALL ON •>** key is used to manually enter the field position (yard line) of the ball. Changing the ball on will vary depending on the **Auto Calculate (p.71)** setting.

Display	Action
BALL ON NN* NN = current setting	Auto Calculate DISABLED: - Enter the field position (yard line) of the ball using the number pad, and then press <ENTER>. - Press <CLEAR> twice to cancel and return to the game. - Press <CLEAR> and <ENTER> to blank the Ball On, Down, and To Go sections of the scoreboard.
SIDE OF FIELD 1= ←-- 3= --→ BALL ON NN* BALL ON NN ←1 DOWN X TO GO YY* NN = current ball on setting X = current down setting YY = current to go setting	Auto Calculate ENABLED: Select the current side of field for ball placement: - Press <1> or the left arrow to set side of field to left. - Press <3> or the right arrow to set side of field to right. Enter the field position (yard line) of the ball using the number pad, and then press <ENTER>. DOWN and TO GO must be manually updated at this time. To accept the current settings, press <YES>. To decline the selection of the current settings, press <NO>. Use the arrow keys to select a field to edit. Enter the correct value using the number pad, and then press <ENTER>.
TO GO IS ZERO EDIT OR 1ST & 10	This message displays briefly if the TO GO value is zero. If the number of yards to go is actually zero, press the <FIRST DOWN> key. If a short distance remains, enter the correct TO GO value using the number pad, and then press <ENTER>.
BALL ON NN ILLEGAL VALUE NN = current setting	This message displays when the BALL ON value is greater than the CENTER FIELD value entered in the settings menu. Enter the correct field position (yard line) of the ball using the number pad, and then press <ENTER>. The DOWN is automatically set to 1, and the TO GO yards is set to 10.

First Down

The **<FIRST DOWN>** key is used to set the down to 1 and yards to go to 10. If **Auto Calculate** is on, this key is disabled and the **<BALL ON •>** key is used to set the values.

Time Out

The home and guest **<TIME OUT>** keys are used to decrement the number of time outs remaining and start the time out clock. The scoreboard indicator is turned on when the type of time out is selected (full or partial). The scoreboard indicator is turned off when the time out clock expires or is stopped.

Note: Only the time outs configured in the **EDIT SETTINGS** menu are displayed on the LCD and available for selection.

Display	Action
TIME OUTS-HOME FULL N N = current setting	Press <TIME OUT> to display the number of full time outs remaining. To accept the full time out and start the time out clock, press <ENTER>. To cancel the full time out, press <CLEAR>.
TIME OUTS-HOME PARTIAL N N = current setting	Press <TIME OUT> two times to display the number of partial time outs remaining. To start the partial time out, press <ENTER>. To cancel the partial time out, press <CLEAR>.
TIME OUTS-HOME OFF	To exit the running time out clock, press <TIME OUT>. This will turn the time out OFF.
TIME OUTS-HOME NO TIME OUTS	This message appears when there are no full time outs or partial time outs remaining.

Score (+1/+2/+3/+6/-1)

The home and guest **<SCORE +1>**, **<SCORE +2>**, **<SCORE +3>**, and **<SCORE +6>** keys are used to increment the team score, and the **<SCORE -1>** key is used to decrement the team score. These keys will also blank the BALL ON, DOWN, and TO GO values when pressed.

Display	Action
TEAM SCORE- +1 HOME NNN NNN = current setting	Press the appropriate score key to increment or decrement the score for the home or guest team. The LCD shows which key was pressed and the new value for the team score of the corresponding team.

Possession

The **<POSS>** keys turn the home and guest possession indicators on and off. Changing the possession will vary depending on the **Auto Calculate (p.71)** setting.

Display	Action
HOME POSSESSION ON	Auto Calculate DISABLED: Press the home or guest <POSS> key to turn on the possession indicator for that team.
HOME POSSESSION OFF	To turn off the possession indicator, press the same <POSS> key a second time, or press the opposite <POSS> key.

Display	Action
HOME POSSESSION ON PLAY DIRECTION 1= ←-- 3= --→ SIDE OF FIELD 1= ←-- 3= --→	Auto Calculate ENABLED: Press the home or guest <POSS> key to turn on the possession indicator for that team. Select the direction of play for the current series of downs: - Press <1> or left arrow to set direction from right to left. - Press <3> or right arrow to set direction from left to right. Select the current side of field for ball placement: - Press <1> or left arrow to set side of field to left. - Press <3> or right arrow to set side of field to right.
BALL ON NN* NN = current setting	Enter the field position (yard line) of the ball and press <ENTER>. Refer to Ball On (p.64) for more information.

Note: If player stats are being received from the Daktronics Scoring-Timing Interface (DSTI) the YARDS RUSHING/PASSING keys will be disabled. The LCD displays the messages below when these keys are pressed. Refer to **ED-13009** for more information about DSTI.

Display	Action
STATS RECEIVED KEY DISABLED EXIT STATS MODE Y/N?	The KEY DISABLED message will display for one second and then the EXIT STATS message will display and wait for a <YES> or <NO> key. If the <YES> key is pressed, the stats data will be saved in the console, and the console will exit stats mode until another stats packet is received. This will allow the operator to enter stats from the console if the connection to DSTI is lost.

Yards Rushing

Press **<YARDS RUSHING >>** to manually enter the number of rushing yards gained or lost on a play.

Display	Action
RUSHING -HOME YARDS NN* NN = current setting	Enter the number of rushing yards gained or lost on a play using the number pad, and then press <ENTER>. Press <CLEAR> twice to cancel and return to the game.
RUSHING -HOME 1=GAIN 3=LOSS	Select whether to add or subtract from total rushing yards: - Press <1> for a gain. - Press <3> for a loss.
RUSHING -HOME YRDS TOTAL NNN NNN = current setting	The total rushing yards displays briefly.

Yards Passing

Press **<YARDS PASSING >** to manually enter the number of passing yards gained or lost on a play.

Display	Action
PASSING -HOME YARDS NN* NN = current setting	Enter the number of passing yards gained or lost on a play using the number pad, and then press <ENTER>. Press <CLEAR> twice to cancel and return to the game.
PASSING -HOME 1=GAIN 3=LOSS	Select whether to add or subtract from total passing yards: - Press <1> for a gain. - Press <3> for a loss.
PASSING -HOME YRDS TOTAL NNN NNN = current setting	The total passing yards displays briefly.

First Downs +1

Display	Action
HOME + 1 FIRST DOWNS NN NN = current setting	Press the appropriate home or guest <FIRST DOWNS +1> key to manually increment the number of first downs. Total first downs displays briefly.

Edit

Press **<EDIT>** followed by one of the keys below to quickly edit the value.

Time Out

Note: Only the time outs configured in the **EDIT SETTINGS** menu are displayed on the LCD and available for selection.

Display	Action
TIME OUTS-HOME FULL N* N = current setting	Press <EDIT> followed by <TIME OUT> for the home or guest team to display the current setting of full time outs. Enter the correct full time outs value using the number pad, and then press <ENTER>.
TIME OUTS-HOME PARTIAL N* N = current setting	After accepting or rejecting the number of full time outs, the number of partial time outs is displayed. Enter the correct partial time outs value using the number pad, and then press <ENTER>.

Score (+1/+2/+3/+6/-1)

Display	Action
TEAM SCORE- EDIT HOME NNN* NNN = current setting	Press <EDIT> and any of the SCORE keys for the home or guest team to display the current team score setting. Enter the correct team score value using the number pad, and then press <ENTER>.

Quarter +1

Display	Action
QUARTER- EDIT N* N = current setting	Press <EDIT> followed by <QUARTER +1> to display the current quarter setting. Enter the correct quarter value using the number pad, and then press <ENTER>. The full time outs may be reset.

Time Out On/Off

Display	Action
TIME OUTS-EDIT FULL MM:SS* MM:SS = minutes, seconds	Press <EDIT> followed by <TIME OUT ON/OFF> to display the current time setting for full time outs. Enter the correct full time out time value using the number pad, and then press <ENTER>.
TIME OUTS-EDIT PARTIAL MM:SS* MM:SS = minutes, seconds	After accepting or rejecting the full time outs time setting, the partial time outs time setting is displayed. Enter the correct partial time out time value using the number pad, and then press <ENTER>.

Menu

Press **<MENU>** to access general and sport-specific options. Use the up and down arrow keys to scroll through the menu list. Press **<MENU>** again at any time to return to the game in progress.

New Game

Display	Action
MENU- MAIN NEW GAME?	Press <ENTER> to clear all data for the current game in progress and begin a new game.

New Code

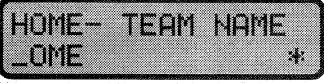
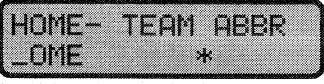
Display	Action
MENU- MAIN NEW CODE?	Press <ENTER> to switch to a different sport code through the SELECT CODE prompt. Refer to Start Up (p.7) for more information on sport codes.

Dimming Menu

Refer to **Dimming Menu (p.16)**.

Home Roster, Guest Roster

Use the **Home Roster** and **Guest Roster** menus to set up team names. **Home Roster** is used as an example below.

Display	Action
	Press <ENTER> to select the Roster submenu.
	Use the TEAM NAME (LL-2441) insert to change the Team Name Message Center (TNMC) settings. Use the <COLUMNS>, <ROWS>, and <STROKE> keys to select the WIDTH, HEIGHT, and FONT of the TNMC. The TNMC is updated after each selection is completed. Refer to Team Name Entry (p.19) for more information. Type in a team name of up to 15 characters and press <ENTER>.
	Type in a team abbreviation of up to 10 characters and press <ENTER>. Reinsert the FOOTBALL (LL-2437) insert to continue.

Display Menu

Refer to **Display Menu (p.16)** for more information.

Time of Day

Refer to **Time of Day (p.17)** for more information.

Edit Settings

Display	Action
	From the Main Menu, select the EDIT SETTINGS submenu to modify the settings below.

Main Clock

The settings for the Main Clock are used with the **<SET MAIN CLOCK>** key.

The period, break, and overtime lengths are used differently depending on the direction of the main clock. For count down, the main clock is set to the selected length, decrements towards zero, and stops at zero. For count up, the main clock is set to zero, increments towards the selected length, and stops when the selected length is reached.

Display	Action
MAIN CLOCK-MODE TENTH SECOND? Y	When the main clock is set to count down and tenths of a second is selected, the main clock displays in tenths of a second remaining when the time is below one minute. Press <YES> to set the main clock to display tenths of a second. Press <NO> to display whole seconds.
MAIN CLOCK-TIME PERIOD MM:SS* MM:SS = minutes, seconds	Enter the correct amount of time per period in minutes and seconds using the number pad, and then press <ENTER>. Note: Pressing <ENTER> to select the period time as the main clock setting will increment the current period number if the clock value was previously zero.
MAIN CLOCK-TIME BREAK MM:SS* MM:SS = minutes, seconds	Set the amount of time between periods. Enter the correct amount of time for break length in minutes and seconds using the number pad, and then press <ENTER>.
MAIN CLOCK-TIME OVERTIME MM:SS* MM:SS = minutes, seconds	Set the amount of time for the overtime periods. Enter the correct amount of time for overtime periods in minutes and seconds using the number pad, and then press <ENTER>.

Play Clock

The **PLAY CLOCK** setting is used by the remote play clock console.

- When **RESET ON STOP** is set to yes (**Y**), the **STOP** switch automatically resets the play clock using the **RESET 1** time, and the **RESET** button uses the **RESET 2** time.
- When **RESET ON STOP** is set to no (**N**), the **STOP** switch does not reset the play clock and the **RESET** button uses the **RESET 1** time.

Display	Action
PLAY CLOCK-TIME RESET 1 MM:SS * MM:SS = minutes, seconds	Enter the correct amount of time for Reset 1 in minutes and seconds using the number pad, and then press <ENTER>.
PLAY CLOCK-TIME RESET 2 MM:SS * MM:SS = minutes, seconds	Enter the correct amount of time for Reset 2 in minutes and seconds using the number pad, and then press <ENTER>.
PLAY CLOCK RESET ON STOP? N	Press <YES> to automatically reset the play clock when the <STOP> button on the remote play clock control console is pressed, or press <NO> to disable this feature.

Time Outs

If a full or partial time out is not needed for the HOME or GUEST **<TIME OUT>** keys, enter zero for the number of time outs.

If a full or partial time out is not needed for **<TIME OUT ON/OFF>**, enter zero for the time.

The number for each type of time out must be manually entered for an overtime period using the **<EDIT> <TIME OUT>** key sequence for each team.

Display	Action
TIME OUTS- MODE FULL N * N = current setting	Enter the number of full time outs using the number pad, and then press <ENTER> .
TIME OUTS- TIME FULL MM:SS* MM:SS = minutes, seconds	Enter the amount of time for a full time out in minutes and seconds using the number pad, and then press <ENTER> .
TIME OUTS- MODE WARNING MM:SS* MM:SS = minutes, seconds	A warning horn can be configured to signal the end of a full time out. While the time out clock is counting down, the horn will sound for one second when the warning time is reached. Enter a zero for the time to disable the warning horn. Enter the time in minutes and seconds using the number pad, and then press <ENTER>.
TIME OUTS- MODE PARTIAL N * N = current setting	Enter the number of partial time outs using the number pad, and then press <ENTER> .
TIME OUTS- TIME PARTIAL MM:SS* MM:SS = minutes, seconds	Enter the amount of time for a partial time out in minutes and seconds using the number pad, and then press <ENTER> .
TIME OUTS-MODE SHOW ON MAIN? N	Press <YES> to display the time out time on the LCD and the clock digits of the scoreboard while the time out clock is active, or press <NO> to display the time out time on the LCD only.

Center Field Yard Line

Display	Action
CENTER FIELD-SET YARDS NN * NN = current setting	Enter the correct center field yard line value using the number pad, and then press <ENTER>. Note: This value is used with the Auto Calculate function to calculate Ball On and To Go values when the center of the field is crossed.

Auto Calculate

Display	Action
BALL ON -MODE AUTO CALCULATE N	Press <YES> to enable the Auto Ball On - To Go calculation. The number of yards to go and the correct down are automatically calculated and displayed. Press <NO> to disable this feature and manually enter the down and the number of yards to go.

First Down Yards

Display	Action
FIRST DOWN YARDS 1=10* 2=15	Press <1> to set the number of yards to first down at 10 yards. Press <2> to set the number of yards to first down at 15 yards.

Number of Downs

Display	Action
NUMBER OF DOWNS N* N = current setting	Enter the correct number of downs using the number pad, and then press <ENTER>.

Select Captions

Display	Action
SELECT CAPTIONS ON 1←- →2 OFF	This menu option allows for the controlled backlit captions to be turned ON/OFF. Press the <1> key to select ON and OFF for captions controlled by control #1. Press the <2> key to select ON and OFF for captions controlled by control #2.

Score by Quarter

Display	Action
SCORE BY QUARTER Y/N? N	This feature allows for scores to be recorded by quarter. This data is available on the RTD output. Press <YES> to score by quarter, or press <NO> to not score by quarter. Note: If this feature is enabled, all scores are edited by quarter. Use this function only when needed.

First Possession Ball On

Display	Action
1ST POS BALL ON YARDS NN * NN = current setting	Enter the desired yard line (from 1 to current Center Field value) using the number pad, and then press <ENTER>. Note: This value is used with the Auto Calculate function to set the Ball On value when team possession changes.

Switch Output

Refer to **Switch Output (p.18)** for more information.

Default Settings

Print this page if necessary, and record any custom settings for this installation:

Setting	Default	Custom 1	Custom 2	Custom 3	Custom 4
Tenth of a Second	No				
Period Length	12:00				
Break Length	20:00				
Overtime Length	5:00				
Pre-Game Length	20:00				
Post-Game Length	30:00				
Play Clock Reset 1	0:40				
Play Clock Reset 2	0:25				
Play Clock Reset On Stop	No				
Full Time Outs	3				
Full Time Out	1:00				
Time Out Warning	0:00				
Partial Time Outs	0				
Partial Time Out	0:00				
Show on Main	No				
Center of Field	50				
Auto Calculate	No				
First Down Yards	10				
Number of Downs	4				
Select Captions	1-ON				
Score by Quarter	No				
First Pos Ball On	20				
Switch Output	1-Clock = 0				