

Defensive 2 point conversion (NCAA only)

NFHS rules do not allow for this, but some state high school associations do. The example below is for NCAA rules
 After the offense scores, and attempts an extra point or 2 point conversion, the defense gets a turnover, and returns the ball the distance.

On the Try row, enter a "xpn" or "2n" for the offense's result

↳ If blocked, note blocker in Column AW.

↳ If due to a bad snap, the kicker is 0 (Team)

Finally, on the same row, indicate who recovered the fumble, but don't include return yards because they do not count

On the next row, enter an asterisk to change the possession

On first row of new possession, with a 0 yard line, enter a 2g, and who scored the 2 point conversion

On the next row, without changing possessions, enter the kickoff information

Example - your situation may vary

Possess'n	Down	To Go	+50?	Yard Line	Action	Passed, Ran, or Kicked by
Them			*	0	xpn	0
					*	
Us	1	10		0	2g	1
Us				35	kick	

Fumble Caused	Defense Fumble Rec'y
0	1

Notes on this specific example

Extra point missed, bad snap, Fumble recovered by #1
 Possession change indicator
 2g indicates the 2-point conversion by #1
 Kickoff starts on next row (NCAA kicking yard line)

Overtime

OT rules may vary by League, Conference and State (High School), so yours may be different than this example

After the change of possession at the end of regulation, enter stats for the new possession(s)

Enter the player information if stats should count.

No need to enter clock times in any OT

Continue to enter possessions for subsequent Overtimes if needed

Statman will consolidate all OT scoring from all OTs into a single OT period

Example - *your situation may vary*

Qtr	Time (mmss)	Possess'n	Down	To Go	+50?	Yard Line	Action
OT	0	Them	1	10	*	10	*

Notes on this specific example

End of 4th Quarter, indicate with 0 time, and possession change asterisk '**'

Opponent wins toss and starts OT from the +10 yard line (NFHS rules)

Onside Kick

- A) If the receiving team recovers, handle as normal.
- B) If the kicking team recovers (not touched by the receiving team),
 - ↳ Enter an asterisk in column O, and the new yard line on the following row to begin the new drive.
- C) If the kicking team recovers after the ball is touched by the receiving team, enter the following
 - The kick information (with any return), indicate the turnover as a fumble recovery by the defense.
 - ↳ Enter in the comment field any details of the onside kick.
 - Next row: a change of possession asterisk
 - Third row: Enter the starting yard line of the possession.

Example (B) *without* touch by Receiving team - *your situation may vary*

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick
	40	kick	1	
		*		
*	45			

punted/kicked to	punt/kick yards
45	15

Notes on this specific example (B)

Kick by #1, no turnover, ball cannot be advanced, so no return yard lines
 Possession change
 Starting yard line

Example (C) *with* touch by Receiving team - *your situation may vary*

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick
	40	kick	1	10
		*		
*	45			

punted/kicked to	punt/kick yards	returned to:	return yards
45	15	45	0

Defense	
Fumble Caused	Fumble Rec'y
0	2

Line Notes on this specific example (C)

- 1 Kickoff by #1, possessed by receiving team, #10, with turnover recovered by #2. Ball cannot be advanced, so no return yards lines needed
 Include any tackle info
- 2 Possession change
- 3 Starting yard line

Play Continued - Rush

Uses 2 lines, 1 for each rusher

When an offensive player continues a RUSHING play after a pitch-back or fumble recovery and advance

Example: a QB option where the QB gains yards and pitches the ball to a who is RB past the Line of Scrimmage

If the RB gets the ball near the line of scrimmage, give the yards and the carry to the RB.

If the RB gets the pitch downfield, first give the QB credit for the run to the point that the pitched ball is caught by the RB.

Give the RB credit for the remaining yards on the play and any touchdown that is scored, but not a carry.

↳ Use code "r*" for this

On the first row, enter the original rushing data for the first ball carrier

On the second row, enter the yard line at the point of the fumble recovery or pitch back is received from the first carrier

↳ For the action, use the rushing continuing code (r*) and the new ball carrier in the rusher column (P)

NOTE: The down will be blank, but the yards will be displayed

Rule: The original rusher gets credit for a rush and the yards to the point of fumble recovery/pitch.

↳ The subsequent carrier gets credit for the rest of the yardage, but no rush.

Example - your situation may vary

Down	To Go	+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick	Yards Gained
1	10		20	r	12		2
	8		22	r*	5		6
2	2		28				

Line Notes on this specific example

1 Rush by #12, but pitched back to #5

2 #5 receives pitch at the 22, (#12 credited for 2 yard rush)

Use r* to indicate this is a rush continuation. #5 will receive credit for rush yards only, but no rush

Down is not displayed on this row, but ToGo yards and Yards Gained are

3 #5 tackled at the 28 (tackle columns not shown here); credited for 6 rushing yards

Play Continued - Pass

Uses 2 lines, 1 for each receiver

When an offensive player continues a PASSING play after a pitch-back or fumble recovery and advance.

Use code "p*" for this

On the first row, enter the original passer and receiver data for the first ball receiver

On the second row, enter the yard line at the point of the fumble recovery or pitch back is received from the receiver

↳ For the action, use the passing continuing code (p*),

↳ Enter both the original passer in the action column (P) and the new ball carrier in the receiver column (Q)

NOTE: The down will be blank, but the yards will be displayed

Rule: The original passer gets credit for the completion and all yardage on the play.

↳ The original receiver gets credit for the catch and receiving yardage to the point of pitch (or fumble recovery)

↳ The subsequent carrier gets credit for the rest of the receiving yards, but no catch.

Example - your situation may vary

Down	To Go	+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick	Yards Gained
1	10		20	p	12	5	5
	5		25	p*	12	22	3
2	2		28				

Line **Notes on this specific example**

1 Pass by #12 to #5, but pitched back to #22 (#5 credited for a reception)

2 #22 receives pitch at the 25, (#5 credited for 5 receiving yards)

Use p* (pass continuation) with both the passer and the new receiver

Passer (#12) receives additional passing yards. #22 will be credited for receiving yards only, but no reception

Down is not displayed on this row, but ToGo yards and Yards Gained are

3 #22 tackled at the 28 (tackle columns not shown here), credited for 3 receiving yards

Play Continued - Kick Return

Uses 2 lines, 1 for each returner

Use code "kr*" when a second kick returner continues a KICKOFF return.

↳ If the 1st returner does not actually advance the kick, use the second player as the only returner (no kr* required)

If two or more players advance the ball, use the kr* method.

Enter the Kick as normal with the kicker and first returner, and yards to the point of the 2nd returner's possession

↳ The 1st returner is credited for a return and yardage to the point the 2nd returner receives the ball

On the next row, use code kr*, the 2nd returning player #, the return yard line where he receives the ball, the kick return to yard line, and any tackle

↳ The 2nd continuing returner receives kick return yards but not a return.

Example - your situation may vary

Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick
40	kick	1	10
	kr*		11
35			

punted/kicked to	punt/kick yards	returned to:	return yards
10	50	20	10
20		35	15

Notes on this specific example

Kick return from the 10 to the 25, pitched back to #11 at the 20
 #11 returns from the 20 to the 35 where he is tackled
 1st down at the 35 to start the drive

Play Continued - Punt Return

Uses 2 lines, 1 for each returner

Use code "pr*" when a 2nd punt returner continues a PUNT return

If the 1st returner does not actually advance the punt, use the second player as the only returner (no pr* required)

If two or more players advance the ball, use the pr* method.

Enter the Punt as normal with the punter and first returner, and yards to the point of the 2nd returner's possession

↳ The 1st returner is credited for a return and yardage to the point the 2nd returner receives the ball

On the next row, use code pr*, the 2nd returning player #, the return yard line where he receives the ball, the punt return-to yard line, and any tackle

↳ The 2nd continuing returner receives punt return yards but not a return.

Example - your situation may vary

Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick
30	punt	1	10
	pr*		11
	*		
35			

punted/ kicked to	punt/ kick yards	returned to:	return yards
25	45	30	5
30		45	15

Notes on this specific example

Punt return from the 25 to the 35, pitched back to #11 at the 30
 #11 returns from the 30 to the 45 where he is tackled
 change of possession
 1st down at the 45 to start the drive

Fumble, recovered by the Offense in the opposition's Endzone for a TD

The original ballcarrier gets credit for a rush and the yards to the endzone.
The recovering player gets a touchdown, but no rush attempt or yards

Example - *your situation may vary*

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick	Yards Gained
*	5	r	1		5
*	0.01	r*	55		0
*	0	xpg*	10		

Fumble Caused	Defense Fumble Rec'y	Offense Fumble Rec'y	+50?	int'd, fumble rec'd at:	+50?	int'd, fumble ret'd to:	return yards
0		5	*	0	*	0	0

Line **Notes on this specific example**

- 1 First enter a rush. This credits the ball carrier (#1) with a rush and rushing yards
Enter the fumble information, including who on the offense recovers the fumble. (location is not required in this case)
- 2 On the next row enter the +.01 yard line rush result. This prevents a touchdown for the first rusher (#1)
Enter a continuing rush (r*) for the fumble recoverer with their number (#55)
- 3 Enter +0 for resulting yardline. This registers the Touchdown for the recoverer (#55)
On this row, enter the PAT information as normal
- 4 Change of possession after the PAT

Fumble, recovered by the Offense in their Endzone for a Safety

This is simply a Safety with a fumble, instead of a run play

The fumble recovery is at the +0 yard line. If it was incorrectly logged at the 0 yard line it would be a touchdown

The fumble is recovered by the Offense, but the new yard line is 0, indicating a Safety.

Example - your situation may vary

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick
	2	r	1	
	0	*		
	20			

Fumble Caused	Defense Fumble Rec'y	Offense Fumble Rec'y	+50?	int'd, fumble rec'd at:	+50?	int'd, fumble ret'd to:	return yards
22		5	*	0	*	0	0

Line Notes on this specific example

- 1 Run by #1, Fumble caused by #22, recovered by 5 in the End Zone
- 2 Yard Line: 0, indicated Safety. Change of possession on same line. 2 points awarded to defensive team
- 3 Kick from the 20 following a Safety to start the new drive

Fumble, recovered by the Defense in the opposition's Endzone for a TD

The original ball carrier gets credit for a rush and the loss of yards back to the endzone (where the fumble is recovered)

The recovering player gets the touchdown, but no rush attempt.

If you simply enter a zero on the yard line, it will register a safety.

Therefore, record the rush to the 0.01 yard line and record the fumble recovery in the End Zone

Example - your situation may vary

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick	Yards Gained
	5	r	1		-5
	0.01	*			
*	0	xpg	10		
		*			

Fumble Caused	Defense Fumble Rec'y	Offense Fumble Rec'y	+50?	int'd, fumble rec'd at:	+50?	int'd, fumble ret'd to:	return yards
0	55			0		0	0

Line Notes on this specific example

- 1 Enter the rusher (#1) for the play, and the fumble information (the fumble causer (#0), and the recovering player (#5)
For the fumble location and return, enter zero (no asterisk) in both locations. This will register 6 points for the defense.
- 2 Enter 0.01 as the resulting yardline to ensure no Safety. Enter an asterisk as the Play Action for the change of possession
- 3 Enter the PAT from the +0 yard line, and the kicker (#10)
- 4 Enter the change of possession asterisk to conclude the possession

Fumble, recovered by the Defense in their Endzone for a Touchback

This is Rush for a Loss with a Fumble recovered by the Defense

The fumble recovery is at the +0 yard line. If it was incorrectly logged at the 0 yard line it would be a touchdown

The Rush ends at the 0.01 yard line to credit the rusher for the yards lost

Because of the touchback, the new possession begins on the 20 yard line

Example - *your situation may vary*

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick	Yards Gained
*	5	r	1		5
*	0.01	*			
	20				

Fumble Caused	Defense Fumble Rec'y	Offense Fumble Rec'y	+50?	int'd, fumble rec'd at:	+50?	int'd, fumble ret'd to:	return yards
22	22		*	0	*	0	0

Line **Notes on this specific example**

- 1 Rush by #1, Fumble caused and recovered by #22 in the End Zone (+0 Yard Line), #22 will receive credit for a Tackle for Loss too
- 2 Resulting Yard Line is +0.01, to credit the yards lost, but with out a Touchdown
- 3 Yard line at the 20 following the Touchback

Blocked Punt, with Return

On blocked punts the player who blocks the punt (which counts as the 1st return) may be different from the player who returns the ball

↳ If the blocker is also the returner, no pr* is needed

If they are different, the blocker receives credit for a punt return from the line of scrimmage to the point of the 2nd returner's recovery

↳ Enter the punt distance to the LOS, then the punt return to point of the recovery

The recovering player (the 2nd returner) receives punt return yards from the point of recovery to the end of the play (but no return)

↳ On the next row, use play action code pr*, the recovering player, the punt return from yard line, punt return to yard line and tackle information

Example - your situation may vary

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick
	30	punt	0	10
		pr*		11
		*		
*	5			

+50?	punted/ kicked to	punt/ kick yards	+50?	returned to:	return yards
*	30	0	*	20	10
*	20		*	5	15

Punt / FG Block
10

Line Notes on this specific example

- 1 Punt due to a bad snap (punter #0 (Team)), is blocked by #10 and is recovered at the +20 yard line
#10 gets credit for a Punt Return and Punt Return Yards from the line of scrimmage to the point of recovery
- 2 (No yard line) #11 recovers the ball and continues the return (pr*) from the +20 to the +5 where he is tackled
- 3 change of possession
- 4 1st down at the +5 yard line to start the new drive

Blocked Field Goal, with Return

Blocked Field Goals are similar to Blocked Punts, therefore Statman recommends tracking any return yards using the pr* code as below

Unless the ball crosses the End Zone (High School) or back of the End Zone (NCAA), the ball is live and may be advanced by the receiving team

Statistically, the yards gained by advancing the live ball from the Blocked Punt are "Miscellaneous Yards"

The blocker is credited for the block

The player advancing the ball is credited for Punt Return Yards, but no Punt Return

Example - your situation may vary

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick
*	30	fgn	1	47
		pr*		11
	35	*		

+50?	punted/ kicked to	punt/ kick yards	+50?	returned to:	return yards
	20	0		35	10
					15

Punt / FG Block
10

Line Notes on this specific example

- 1 47 Yard Field Goal attempt by #1 is blocked by #10 who gets credit for a Blocked Punt
- 2 Using pr*, #11 recovers the live ball at the +20 yard line and returns it to the +35 where he is tackled
- 3 These "Misc. Yards" are then tracked by Statman as Punt Return Yards (without a Punt Return)
- 4 change of possession
- 4 1st down at the 35 yard line to start the new drive

Muffed Punt

A Muffed Punt occurs when a punt is touched by the receiving team and turned over to the kicking team

Enter the punt, and turnover on separate possessions.

Use r* with no gain on the row with the fumble/turnover information

Example - your situation may vary

M	N	O	P	Q	AE	AG	AL	AK	AM	AN	AQ	AS	AV
+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick	punted/ kicked to	punt/ kick yards	returned to:	return yards	Fumble Caused	Defense Fumble Rec'y	fumble int'd, rec'd at:	fumble int'd, ret'd to:	return yards
	20	punt *	1	10	30	0	30	0					
	30	r*	10						0	5	30	30	0
*	30	*											
	30												

Line **Notes on this specific example**

- 1 Punt received at the 30 by #10, with no return yards
- 2 change of possession
- 3 r* to indicate #10 muffs the punt. Include fumble information on this row (Defense fumble recovery by #5, and yards if any)
- 4 same yard line and change of possession
- 5 Punting team's possession resumes from where turnover was returned to

Penalty downfield, play counts (may negate a 1st down)

The **penp** action code has addressed this special case

Example: holding is called on the offense downfield, and the penalty is taken from the spot of the foul, backing up after yards gained

Enter the play on the first row

On the second row, enter the penalty with new penp action

The first downs (BH), and down and distance will compute correctly with this new action code

If anything is incorrect, change in the appropriate column and let Statman know. New codes can have unforeseen issues

Any time you change a gray column cell, it's a good idea to change the color of the cell for your future reference

Example - your situation may vary

Possess'n	Down	To Go	+50?	Yard Line	Action	Passed, Ran, or Kicked by	Yards Gained
Us	2	10		20	r	6	15
Us				35	penp		-10
Us	2	5		25			

BH
First Down
Us

Line **Notes on this specific example**

- 1 On Our possession, a rush that would gain a 1st down, but a penalty on the play negates the 1st down
- 2 Enter the yard line where the penalty is enforced from, with the new **penp** action code.
To Go yards on the penp row should be blank
The Down on the penp row should be blank
- 3 Enter the resulting yard line after the penalty.
Check the To Go yards on the row after the penp
Check the Down on the row after the penp

Penalty during Try

Enter a "pen" in the action column (column O)

In the yards gained column (U), manually adjust for the penalty yardage

Any time you change a gray column cell, it's a good idea to change the color of the cell for your future reference

Example - your situation may vary

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Yards Gained
*	0	pen		1
*	0	xpg	1	
	*			

Notes on this specific example

Encroachment penalty by defense, half-the-distance penalty (1 yard). **MUST** edit Yards Gained.

Try (Note: Yard line is still Goal Line, if previous Yards Gained is edited)

Change of Possession

Penalty of Less Than a Yard

This situation may also occur on a Try, which would combine with the above Special Case

Enter a "pen" in the action column (column O).

Unless the distance is manually Statmen will not know which team to assign the penalty to.

Example - your situation may vary

+50?	Yard Line	Action	Yards Gained
*	1	pen	0.5
*	1		

Notes on this specific example

Penalty on the defense

Enter the penalty. Manually overwrite the yards gained as a **positive** 0.5 yards

Keep the 1 yard line, so a TD is not indicated

Penalty on Defense with Automatic 1st Down

Use "pen1" which generates the 1st down and credits a first down by penalty

If the penalty yards assessed on the defense is greater than the yards needed for a 1st down, you can still use "pen."

Example - *your situation may vary*

Down	To Go	+50?	Yard Line	Action
2	18		40	pen1
1	10	*	45	

Notes on this specific example

If the penalty carries an automatic 1st down, use pen1

Enter the new yard line

Penalty enforced on the Kickoff

A penalty on the kickoff required a re-kick, OR if a penalty on a Try is enforced on the following kickoff.

Indicate the penalty on the row following the change of possession, with penk

Set the kick yard line where the kick actually occurs from

↳ e.g. a 15 yard personal foul penalty on the receiving team. The kick is from the +45, and 15 penalty yards are counted against the receiving team

Example - your situation may vary

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Yards Gained
		*		
	40	penk		-5
	35	kick		

Notes on this specific example

Preceding change of possession

5 yard off-sides penalty on kicking team is calculated automatically from the next row if using penk

Kick is actually from the 35, thus 5 yards are assessed against the kicking team

Safety

For any regular safety, entering a "0" in the yard line column without the +50 indicator will record 2 points for the defensive team.

Example - *your situation may vary*

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick
	2	r	1	
	0	*		
	20			

Notes on this specific example

Run by #1, tackled for a loss in the End Zone

Yard Line: 0, indicated Safety. Change of possession on same line. 2 points awarded to defensive team

Kick from the 20 following a Safety to start the new drive

Safety on Blocked Punt

Example: Punt blocked out of the end zone for a safety for the blocking team

Enter the punt by Team (0 number) and for 0 yards.

The blocker gets credit for the return yardage, and should be listed as the punt returner.

If a "0" is entered in the "returned to" column, a touchdown would be credited, therefore enter a "0.01" on the Returned to yard line (Column AI)

On the next row, enter a "0" in the yard line column to record the safety.

Example - your situation may vary

+50?	Yard Line	Action	Passed, Ran, or Kicked by	Received Pass or Kick
	10	punt	0	10
	0	*		11
	20	kick		

+50?	punted/ kicked to	punt/ kick yards	+50?	returned to:	return yards
*	30	0	*	0.01	10

Punt / FG Block
10

Line Notes on this specific example

- 1 Punt due to a bad snap (punter #0 (Team)), is blocked by #10 and leaves the back of the end zone without being recovered
#10 gets credit for a Punt Return and Punt Return Yards from the line of scrimmage to the End Zone
Enter the Punt Returned To Yard Line as .01. Return yards will show as 10
- 2 Enter a 0 as the next Yard Line, which records a Safety. Enter change of possession on the same row
- 3 Kick from the 20 following a Safety to start the new drive