



# Rugby Coding Shortcut Keys

## Team Stats

Scrum = crl S  
Lineout = crl L  
Ruck = crl R  
Penalty = crl P  
Kick at goal = crl K

## Additional Team Stats Commands

Scrum Lost = SL  
Lineout Lost = LL  
Ruck Turned Over = RT  
Kick Successful = YE  
Kick Not Successful = NO

## Notes on Team Stats

- The crl “ ” command to indicate team stats is an open and close command. In other words when a scrum starts press crl S and when it ends press crl S again to close the scrum.
- To indicate that a scrum was lost press, SL while the scrum is still open.
- Scrums are lost by conceding a penalty or free kick or losing a tighthead.
- If the scrum is closed before the scrum lost (SL) indicated it is taken that the scrum was won.
- The team (US/THEM) that had the ball when crl S is pressed will receive the scrum.
- “Penalty” = Penalty awarded to. I.e. If the penalty is awarded against us press the THEM button.

## Notes on Player Stats

- The number of the player must 1<sup>st</sup> be entered before the command is entered.  
Eg. 15f = player number 15 kick fielded.

## General Notes

- To delete a mistake highlight two rows and press delete.

## Player Stats

Pass = P  
Kick = K  
Run = R  
Tackles Made = T  
Tackles Missed = M  
Defense Beaten = B  
Penalty Conceded = A  
Handling Error = E  
Kick Fielded = F  
Pass in Contact = i  
Ruck = U  
Clean = C  
Turnovers Conceded = L  
Turnovers Made = S  
Try Scored = D