TABLE OF CONTENTS

LIST OF TABLES xiv

LIST OF FIGURES xiv

1 GENERAL INFORMATION 1

1.1 Program Availability and Licensing 1

1.2 Acknowledgements 1

1.3 Specifications 2

1.4 Operating Environment 2
1.4.1 Running Under a Virtual Machine 2

1.5 Excel Versions and Operating System Compatibility 3
1.5.1 Recommended Environments 3
1.5.2 macOS Support 3
1.5.3 Validation 3

1.6 Support 3
1.6.1 On-Line Support 3
1.6.2 Contacting Support 3
1.6.3 Revision History 4
1.6.4 Comments and Feedback 4

2 SBC OVERVIEW 5

2.1 Data Organization 5

2.2 Major Operating Modes 5
2.2.1 Single-Season Mode 5
2.2.1.1 Basic Command Set Mode 5
2.2.1.2 Expanded Command Set Mode 5
2.2.2 Multi-Season Mode 5

2.3 Strategies For Organizing Stats 6
2.3.1 Conventional Approach 6
2.3.2 Alternative Approaches 6

2.4 SBC User Interfaces 6
2.4.1 Overview 6
2.4.2 SBC Ribbon UI 7
2.4.2.1 Keyboard Shortcuts 7
2.4.2.2 Ribbon Button Spacing 7
2.4.3 Copy to Clipboard 7

2.5 Player Rosters 8

2.6 Statistics Tracking Modes 8
2.6.1 Formulas Used in Statistics Calculations 8

2.7 Team Worksheet Structures 8
2.7.1 Worksheet Display 9
2.7.2 Top Level Team Summaries Page 9
2.7.2.1 Masthead Area 10
2.7.3 Batting Summary Pages 10
2.7.4 Game-by-Game Player Statistics Pages 11
2.7.5 Batting Leaders 12
2.7.6 Game Schedule and Results 13
2.7.7 User Notes Area 14

3 PROGRAM INSTALLATION AND CONFIGURATION 15

3.1 Distribution Files 15

3.2 Excel Configuration 16
3.2.1 Security Settings In Excel Versions 16
3.2.1.1 Security Configuration For Windows/Excel 2010 and Later 16

3.2.1.2 Launching the SBC On Windows/Excel 2010 and Later 18
3.2.2 SBC Ribbon UI Setup - Windows Excel 2010 and Newer 18
3.2.2.1 Excel Add-ins Coexistence 18
3.2.2.2 SBC Ribbon and Quick Access Toolbar Visibility 19
3.2.3 SBC Legacy UI Setup 19
3.2.4 Windows /Excel 2016 and Newer Notes 19
3.2.4.1 Excel 2024 20
3.2.5 macOS Support 20
3.3 Deinstalling the SBC 20
4 STARTING THE SBC 21
4.1 Starting From a Team Worksheet File 21
4.1.1 Configuring New Team 22
4.2 Starting From the SBC Macros File 23
4.3 Status Bar Messages 23
4.3.1 Games Display – Single-Season Mode 23
4.3.2 Season Display – Multi-Season Mode 23
4.4 Progress Window 23
4.5 Informational Messages 23
4.6 Quitting the SBC 24
4.7 Operating Environment Detection 24
4.8 Document Compatibility Issues 24
4.8.1 Team Worksheet Compatibility 24
4.8.2 File Format Differences in Excel Versions 12 and Greater 24
5 SBC RIBBON UI – BASIC COMMANDS SET 25
5.1 General Command Group 25
5.1.1 Quit SBC (ctl+alt+Q) 25
5.1.2 Save (ctl+S) / Save As 25
5.1.3 Print Group Commands 26
5.1.3.1 Print Player Stats 26
5.1.3.2 Print Selection (ctl+alt+P) 26
5.1.3.3 Page Setup 26
5.1.3.4 Default Page Setup 26
5.1.3.5 Printer Setup 26
5.1.4 Import and Export Commands 26
5.1.5 Configure Commands Group 27
5.1.5.1 General Preferences 27
5.1.5.2 New Season 27
5.1.5.3 New Team 27
5.1.5.4 Expanded Commands 27
5.1.5.5 Informational Messages 27
5.1.5.6 Track Fines 27
5.1.5.7 Track Slow-Pitch Stats Only 27
5.1.5.8 SBC Legacy UI 27
5.1.6 Repeat (ctl+alt+Y) 27
5.2 Web Composer Command Group 28
5.2.1 One Step Web Site (ctl+alt+W) 28
5.2.1.1 Processing Summary 28
5.2.2 Preferences 28
5.3 Team Command Group 28
5.3.1 User Notes 29
5.3.2 Team Schedule 29
5.3.3 Division Standings 29
5.3.4 Box Scores 30
5.4 Summary Command Group 30

5.5 Players Command Group ... 30
5.5.1 Batting Summary ... 30
5.5.2 Stats ... 31
5.5.3 Batting Leaders ... 31
5.5.4 Roster ... 32

5.6 Format Command Group ... 32
5.6.1 Select All (ctl+A) ... 32
5.6.2 Cells ... 32

5.7 SBC Help Group ... 32
5.7.1 Info ... 32
5.7.1.1 Schedule Summary Variables ... 33
5.7.2 Notices ... 34
5.7.3 Updates ... 35
5.7.4 Shortcuts ... 35
5.7.5 User Manual ... 36
5.7.6 Support ... 36
5.7.7 Ribbon ... 36
5.7.8 Donate ... 36

6 DIVISION STANDINGS ... 37

6.1 Division Standings Structure ... 37
6.1.1 Games Behind Leader (GBL) ... 37

6.2 Changing The Division Name ... 38

6.3 Entry of Team Names ... 38
6.3.1 Automatic Entry From Schedule ... 38
6.3.2 Automatic Entry From File ... 38
6.3.3 Manual Entry ... 38

6.4 Division Team Names Management ... 38
6.4.1 Adding Teams ... 39
6.4.2 Renaming a Team ... 39
6.4.3 Deleting a Team ... 39
6.4.4 Clearing All W/L/T Records ... 39
6.4.5 Clearing All Teams ... 39
6.4.6 Selecting the Main Team Name ... 39

6.5 Updating Division Standings ... 39
6.5.1 Division Standings Calculations ... 39
6.5.2 Manual Updating of Division Standings ... 40
6.5.3 Automatic Updating of Division Standings ... 40
6.5.4 Highlight Main Team Name ... 40

6.6 Importing Team Names and Standings ... 40
6.6.1 General Importing File Structures ... 40
6.6.2 Import Procedure ... 41
6.6.3 Importing Standings From Sleek Stats App ... 41

6.7 Export Standings ... 41

7 GAME SCHEDULE MANAGER ... 41

7.1 Game Schedule Attributes ... 42
7.1.1 Game Number ... 43
7.1.2 Status Field ... 43
7.1.3 Games With Stats Entries Only ... 43

7.2 Schedule Entry Methods ... 43

7.3 Importing a Game Schedule ... 43
7.3.1 Import File Format – General ... 43
7.3.1.1 Field Identifiers and Entry Rules ... 44
7.3.1.2 Title Line Entries ... 45
7.3.1.3 Comment Lines Entries ... 45
7.3.1.4 End of Entries ... 45

7.3.2 Import File Format – Google Comma-Separated Variables ... 45
7.3.3 Import File Format – SBC ... 46
7.3.4 Import Processing Options ... 46
7.3.4.1 Processing Modes ... 47
7.3.4.2 Processing Options ... 47
7.3.4.3 Import Processing File Validation ... 47
7.3.5 Import Processing Summary ... 48
7.3.6 Import Processing Problems ... 49

7.4 Schedule Processing Options ... 49
7.4.1 Display Game Numbers ... 49
7.4.2 Extended Date Format ... 50
7.4.3 Highlight First Unplayed Game ... 50
7.4.4 Mark Unplayed/Unreported Games ... 50
7.4.5 Include for Print and Web ... 51
7.4.6 Auto-Update Standings From Schedule ... 51

7.5 Managing Schedule Entries ... 51
7.5.1 Editing Game Schedule Entries ... 51
7.5.2 Modify An Existing Game Schedule Entry ... 52
7.5.2.1 Date and Time Fields ... 52
7.5.2.2 Home Game Marker ... 52
7.5.2.3 Opponent Field ... 52
7.5.2.4 Status Field ... 52
7.5.3 Adding A New Game Schedule Entry ... 53
7.5.4 Deleting A Game Schedule Entry ... 53
7.5.5 Clearing Dialog Box Attribute Fields ... 53
7.5.6 Deleting All Game Schedule Entries ... 53
7.5.7 Deleting a Line Score ... 53
7.5.8 Deleting All Line Scores ... 53
7.5.9 Impact on Box Score ... 53

7.6 Schedule Analyzer ... 53

7.7 Game Number Manager ... 54

7.8 Schedule Exporter ... 55
7.8.1 Export File Format – vCalendar (.ics) ... 55
7.8.1.1 Special Processing ... 55
7.8.2 Export File Format – Google Comma-Separated Variables ... 56
7.8.2.1 Special Processing ... 56
7.8.3 Procedure ... 56
7.8.3.1 Schedule Export Processing Options ... 57
7.8.3.2 vCalendar Format Options ... 57
7.8.4 Transferring the File to a Calendar Application ... 57
7.8.5 vCalendar Issues ... 57

7.9 Computed Schedule Summary Values ... 58

8 PLAYER ROSTERS ... 59

8.1 Overview ... 59

8.2 Roster Entry Methods ... 59
8.2.1 Single-Season Mode ... 59
8.2.2 Multi-Season Mode ... 59

8.3 Player Name Entry Rules ... 59

8.4 Player Selections for Commands ... 60
8.4.1.1 Player Name Selection Preservation ... 60

8.5 Game Number Parameter Limits ... 61

8.6 Setting Up a New Player Roster ... 61
8.6.1 Manual Method ... 61
8.6.2 Automatic Method ... 61

8.7 Modifying an Existing Roster ... 61

8.7.1.1 Modifying a Player Name in the Roster ... 61
8.7.1.2 Removing a Player From the Roster ... 61
8.7.1.3 Reformat Player Names ... 61

8.8 Importing Rosters ... 61
8.8.1 Importing a Roster From a File ... 62
8.8.2 Importing a Roster From a Mobile App ... 63

8.9 Exporting Rosters ... 63
8.9.1 Export Formats ... 64
8.9.1.1 SBC Roster File Format ... 64
8.9.1.2 Number Plus Player Name Format ... 64
8.9.1.3 6-4-3 Baseball Format ... 64
8.9.2 Exporting Rosters to Mobile Apps ... 64
8.9.3 Editing Roster Files ... 64

9 PLAYER BATTING STATISTICS ... 65

9.1 Overview ... 65
9.1.1 Single Season Mode Tracking ... 65
9.1.2 Multi-Season Mode Tracking ... 65

9.2 Stats Tracking Options ... 65
9.2.1 Track Slow-Pitch Stats ... 65
9.2.2 Track Fines ... 66

9.3 Manually Entering or Modifying Statistics ... 66
9.3.1 Alternative Sequence ... 67
9.3.2 Options During Player Update Dialog ... 67
9.3.2.1 Changing the Game Number ... 67
9.3.2.2 Changing the Roster ... 67
9.3.2.3 Changing the Player Selection ... 67
9.3.2.4 Clear ... 67
9.3.2.5 Played But Did Not Bat ... 67
9.3.3 Next Step Operations ... 68
9.3.3.1 Update ... 68
9.3.3.2 No Update ... 68
9.3.3.3 Cancel ... 68
9.3.4 Notes on Player Statistics Updating ... 68
9.3.4.1 Stats Entry Verification ... 68
9.3.4.2 Total Stats Entry Removal ... 68
9.3.5 Optional Player Position Tracking ... 69
9.3.5.1 Player Postion Dropdown List ... 69

9.4 Importing Stats from External Sources ... 69

9.5 Player Roster and Stats Maintenance ... 69
9.5.1 Deleting Stats for Individual Player Name ... 69
9.5.2 Deleting Player Stats for a Specific Game ... 69
9.5.3 Delete All Player Stats by Game Range ... 69
9.5.4 Delete All Player Names and Stats From the Roster ... 70
9.5.5 Transfer Player Stats ... 70
9.5.6 Merge Player Stats ... 70
9.5.6.1 Single-Season Mode Merge ... 71
9.5.6.2 Multi-Season Mode Merge ... 71

9.6 Validating Player Statistics ... 71
9.6.1 Validation Details ... 71

9.7 Exporting Stats ... 72

10 BATTING LEADERS ... 73

10.1 Overview ... 73

10.2 Static Parameters For Batting Leader Calculations ... 73
10.2.1 Qualifiers ... 73
10.2.1.1 Min At Bats or Appearances Per Game ... 73

10.2.1.2 Include Expansion Roster Players ... 74
10.2.1.3 Auto-Update Batting Leaders ... 74
10.2.2 Category Limits ... 74
10.2.2.1 Leaders ... 74
10.2.2.2 Leaders Plus Ties ... 74
10.2.3 Leader Categories ... 74

10.3 Calculating Batting Leaders ... 75
10.3.1 Runtime Parameter Overrides ... 75
10.3.2 Leaders Summary Area ... 75

11 BOX SCORES ... 76

11.1 Managing Box Scores ... 77
11.1.1 Box Score Manager Operations ... 77
11.1.1.1 Recall A Game ... 77
11.1.1.2 Add New Game Results ... 77
11.1.1.3 Update a Previous Game ... 78
11.1.1.4 Clear Line Score Display ... 78
11.1.1.5 Clear Box Score Display ... 78
11.1.2 Update Box Score Processing Options ... 78
11.1.2.1 Box Score Sort Order ... 78
11.1.2.2 Box Score Statistics Selections ... 79
11.1.2.3 Line Score Innings Labels Filtering ... 79
11.1.2.4 Auto-Update Box Score ... 79
11.1.2.5 Main Team Name Highlighting ... 79
11.1.3 Box Score Update Processing ... 79
11.1.3.1 Forfeit Games Processing ... 79

11.2 Resolving Current vs. Saved Line Scores ... 80

11.3 Box Scores for Web Pages and Printed Reports ... 80
11.3.1 Box Scores Sort Order ... 80
11.3.2 Box Scores for Stats Only ... 80

12 USER NOTES AREA ... 81

12.1 User Notes Formatting ... 81

12.2 Inlcude User Notes Web Page (Print and Web) ... 82
12.2.1.1 User Notes Web Pages Content and Layout ... 82

13 PRINTING REPORTS ... 84

13.1 Printing The Team Worksheet Print (ctl+P) ... 84

13.2 Print Configuration Options ... 84
13.2.1.1 Include Masthead ... 85
13.2.1.2 Player Stats Best Fit new 5.70 ... 85
13.2.1.3 Box Scores Best Fit ... 85
13.2.1.4 Box Scores Completed Games Only ... 85
13.2.2 Print Options / Configure ... 85

13.3 Print Player Stats ... 85

13.4 Print Selection ... 85

13.5 Saving Results to PDF ... 85

13.6 Printer Device Configuration ... 85
13.6.1 Printer Selection ... 85
13.6.2 Page Setup ... 86
13.6.3 Print / Default Page Setup ... 86

13.7 Printing Problems ... 86
13.7.1 Small Print ... 86

14 GLOBAL CONFIGRATION SETTINGS ... 87

14.1 Identity Settings ... 88

14.1.1 Team Name ... 88
14.1.2 Stats File Description ... 88

14.2 Expansion Roster Settings ... 88
14.2.1 Expansion Roster Label ... 88

14.3 Miscellaneous Settings ... 88
14.3.1 Source File Filtering ... 88
14.3.2 Default Text Color ... 88
14.3.3 Shade Stats Category Titles ... 88

14.4 User Alterable Cells ... 88
14.4.1 Masthead Banners ... 88
14.4.2 Team Summary Area ... 89
14.4.3 Batting Summary Area ... 90
14.4.4 Batting Leaders Area ... 91
14.4.5 Game Schedule Page ... 92

15 MODIFYING CELL FORMATS ... 93

15.1 Safe Mode Formatting ... 93
15.1.1 Masthead Banners ... 93
15.1.2 Formatting Commands for User Notes Area ... 93
15.1.2.1 Cell Sizing ... 94
15.1.2.2 Align Text ... 94
15.1.3 Cell Borders ... 94
15.1.3.1 Screen and Printed Pages ... 94
15.1.3.2 Web Pages ... 94
15.1.4 Fills and Patterns ... 94
15.1.4.1 Screen and Printed Pages ... 94
15.1.4.2 Web Pages ... 94

16 CREATING A BASIC WEB SITE ... 95

16.1 Overview ... 95
16.1.1 Privacy and Security Compliance ... 97
16.1.2 Browser Compatibility ... 97
16.1.3 One Step Web Site Navigation ... 97
16.1.3.1 Scroll-to-Top Navigation ... 97

16.2 Web Site File Organization ... 98
16.2.1 Box Scores Summary Web Page ... 98

16.3 Procedure ... 99
16.3.1 One Step Web Site Processing Summary ... 100

16.4 Web Themes ... 101
16.4.1 Active Theme ... 101
16.4.2 Saved Theme ... 101
16.4.2.1 Web Themes Command ... 102
16.4.2.2 Display Themes ... 102
16.4.2.3 Load Theme ... 102
16.4.2.4 Analyze Theme ... 102
16.4.2.5 Transfering Theme ... 103
16.4.2.6 Modifying Settings ... 103
16.4.2.7 Unified Masthead and Navigation Themes ... 103

16.5 Notes on Generating Web Sites ... 104
16.5.1 File Name Conventions ... 104
16.5.1.1 Player Filename Encoding ... 104

16.6 Options ... 104
16.6.1 Incorporating User Notes Area as a Web Page ... 104
16.6.1.1 Zebra Striping ... 105
16.6.1.2 Schedule Next Unplayed Game Marker ... 105
16.6.2 Game Schedule and Results Page ... 105
16.6.3 Current Weather ... 105
16.6.4 Graphics, WebClip and Favicon Icons ... 106

16.6.4.1 Selectable Masthead Icon ... 106
16.6.4.2 WebClip Bookmark Files ... 106
16.6.4.3 Favicon Icon File ... 107
16.6.5 Additional Options ... 107
16.7 Caching of Web Sites ... 107
16.8 Search Engine Indexing of Web Pages ... 108
16.9 Artificial Intelligence Harvesting of Web Pages ... 108
16.10 Google Mobile Friendly Compatibility ... 108
17 WARNING MESSAGES AND TROUBLESHOOTING ... 109
17.1 Warning Messages ... 109
17.2 Problems Launching the SBC ... 114
17.2.1 SecurityAlerts ... 114
17.2.2 SBC Ribbon UI Issues ... 114
17.2.2.1 Ribbon or QAT Not Visible ... 114
17.2.2.2 Ribbon Buttons Don't Fit on Screen ... 114
17.2.2.3 Conflicts With Excel Add-ins ... 114
17.2.2.4 Ribbon Unresponsive ... 114
17.2.2.5 'No Return or Halt' Alert ... 115
17.2.2.6 Ribbon Command States Do Not Match SBC Legacy UI ... 115
17.3 Commands Not Visible or Dimmed ... 115
17.4 ### Value Appears in Cells ... 115
17.5 Web Site File Name Extensions Incorrect ... 115
17.6 Web Site Navigation Does Not Work Correctly ... 115
17.6.1 One Step Web Site ... 115
17.6.2 Manual Web Page Creation ... 115
17.6.3 User Defined Custom Hyperlinks ... 116
17.7 Dropdown Navigation Tabs on Mobile Web Site Pages Not Functional ... 116
17.8 Web Site Favicon Icon Does Not Appear in Browser ... 116
17.9 WebClip Bookmark Icons Do Not Appear ... 116
17.10 Relative Addressing URL Error Warnings ... 116
17.10.1 Web Site Graphics Do Not Appear on Web Pages ... 116
17.10.2 Masthead Graphics ... 116
17.10.3 Web Page Background Graphics ... 116
17.11 Player Stats Validation Errors ... 116
17.11.1 Team Worksheet Corruption Errors ... 117
17.12 Platform Specific Issues ... 117
17.12.1 Page Breaks ... 117
17.12.2 "Can't Empty Clipboard" Alert ... 117
17.12.3 Font Library Variations ... 117
17.12.4 Dimmed Format Menu Items ... 117
17.12.5 Macro Error During Page Setup or Print Commands ... 117
17.12.6 Web Page Styling Does Not Match SBC Examples ... 117
17.12.7 Box Scores Web Page Issues ... 117
17.12.7.1 Detailed Box Score Won't Display ... 117
17.12.7.2 Box Scores Printing Issues ... 117
17.12.8 Import Dialog File Selection Problems ... 118
17.13 Generic File System Problems ... 118
18 SBC RIBBON UI - EXPANDED COMMANDS SET ... 119
18.1 Configure ... 119
18.2 Worksheet Format ... 119
18.3 Import ... 120

18.4 Export ... 120

18.5 Web Composer ... 120
18.5.1 Preferences ... 120
18.5.2 Links ... 120
18.5.2.1 Edit Hyperlink ... 121
18.5.3 Selections ... 121
18.5.4 Format ... 121
18.5.5 Graphics ... 121

19 IMAGES / PICTURES PROCESSING ... 122

19.1 Traditional Pictures and Graphics ... 122

19.2 Web Graphics ... 122
19.2.1 Masthead Graphics ... 122
19.2.2 Content Area Graphics ... 122
19.2.2.1 Web Graphics Info Command ... 123
19.2.2.2 Modification or Deleting Web Graphics ... 123
19.2.2.3 Printed vs. Web Page Differences ... 123
19.2.2.4 Customizing WebClip Icons ... 124

20 MULTI-SEASON MODE ... 125

20.1 Overview ... 125

20.2 Assembling a Multi-Season Mode Team Worksheet ... 125

20.3 Functional Differences in Multi-Season Mode ... 125
20.3.1 Career Batting Leaders ... 125
20.3.2 Division Standings ... 125
20.3.3 Team Records By Season ... 125
20.3.4 Stats Validation ... 125
20.3.5 Multi-Season Web Site ... 125

20.4 Command Set Differences In Multi-Season Mode ... 125
20.4.1 Inactive Commands ... 126
20.4.2 Command Functional Differences ... 126
20.4.3 New Commands ... 127
20.4.3.1 Configure / New Seasons Group ... 127
20.4.3.2 Rosters / Sort Expansion Roster by Season ... 127
20.4.3.3 Stats / Display Season Totals ... 127
20.4.3.4 Stats / Change Stats Season ... 127
20.4.3.5 Stats / Delete Player Stats By Season ... 128
20.4.3.6 Stats / Delete All Players Stats By Season ... 128
20.4.3.7 Consolidate Expansion Roster ... 128

20.5 Importing Stats ... 129
20.5.1 Roster and Stats Importing Methodology ... 129
20.5.1.1 Roster Conflicts ... 129
20.5.1.2 Importing of Expansion Roster Stats ... 129
20.5.2 Importing Statistics From a Team Worksheet ... 129
20.5.3 Stats Import Summary ... 130
20.5.4 Resolving Issues From Imported Stats ... 130
20.5.4.1 Incorrect Player Name ... 130
20.5.4.2 Player Exists in Both Rosters ... 130
20.5.4.3 Modifying the Stats File Description ... 131
20.5.5 Removing Stats Based On the Stats File Description ... 131

20.6 Career Batting Leaders ... 131
20.6.1 Composite Career Batting Leaders ... 132
20.6.2 Single Season Batting Leaders ... 132

20.7 Calculating Division Standings ... 132

21 ENHANCED WEB PAGE GENERATION ... 133

21.1 Web Page Generation Overview ... 133

21.2 One Step Web Site Command ... 133
21.2.1.1 Basic Commands Mode ... 133
21.2.1.2 Expanded Command Set mode ... 133
21.2.2 Processing Options ... 134
21.2.2.1 Home Page Navigation Label ... 134
21.2.2.2 Home Page URL ... 134
21.2.2.3 Home Page Content ... 134
21.2.2.4 User Defined Navigation Links ... 134
21.2.3 One Step Web Site Processing Summary ... 135
21.2.4 Customizing Web Themes ... 136
21.2.5 User Defined Hyperlinks ... 136

21.3 User Modifiable Attributes for Web Page Processing ... 137
21.3.1 Color Selections ... 137
21.3.2 General Processing Options ... 138
21.3.2.1 Files and Directory Processing ... 138
21.3.2.2 HTML Filename Suffix ... 139
21.3.2.3 Prepend Base URL ... 139
21.3.2.4 Image File Directory URL ... 140
21.3.2.5 Player Files Directory Processing ... 140
21.3.2.6 CSS Style Sheet URL ... 140
21.3.2.7 Include favicon <link> tag ... 141
21.3.2.8 Include Webmaster Email Link ... 141
21.3.2.9 Append Footer Text ... 141
21.3.2.10 Dropdown Nav Bar on Desktop Pages ... 141
21.3.2.11 Block Search Engines From Indexing Pages ... 141
21.3.2.12 Impact of Artificial Intelligence Harvesters ... 142
21.3.2.13 Generate Inline CSS Styles ... 142
21.3.2.14 Process Border Style Overrides ... 142
21.3.3 Content Processing Options ... 142
21.3.3.1 Page Background Fill Color ... 143
21.3.3.2 Page Background File URL ... 143
21.3.3.3 Content Cards Block Fill Color ... 143
21.3.3.4 Content Cards Border Radius ... 143
21.3.3.5 Content Cards Drop Shadow Borders ... 144
21.3.3.6 Notices Card Left Border Highlighting ... 144
21.3.3.7 Notices Card Left Border Color ... 144
21.3.3.8 Zebra Stripe Color ... 144
21.3.4 Text Processing Options ... 144
21.3.4.1 Default Worksheet Font Family, Size and Text Color ... 144
21.3.4.2 Base Font Family and Text Color Override ... 144
21.3.4.3 Section Titles Font Family Override ... 144
21.3.4.4 Web Safe Font Families ... 144
21.3.4.5 Google Font Families ... 145
21.3.4.6 Text Color Override ... 145
21.3.4.7 Hyperlink Text Color ... 146
21.3.5 User Notes Web Page Processing Options ... 146
21.3.6 Masthead Processing Options ... 146
21.3.6.1 Masthead Background Fill and Gradient ... 146
21.3.6.2 Masthead Banner Text ... 146
21.3.6.3 Masthead Banner Text Height Scaling ... 147
21.3.6.4 Masthead Background Icon File URL ... 147
21.3.7 Navigation Bar Preferences ... 147
21.3.7.1 Navigation Bar Gradient ... 148
21.3.7.2 Navigation Bar Links Text Tab Styling ... 148
21.3.7.3 Navigation Bar Borders Styling ... 148
21.3.7.4 Navigation Bar Link Tabs Styling ... 148

21.4 URL Specifications ... 148
21.4.1 Character Sets for URL Links ... 148

21.5 Include File Processing ... 148
21.5.1 Include Files Directory URL ... 149
21.5.2 Include <head> Selector Stub File URL ... 149

21.5.3 Body Area Files ... 149
21.5.3.1 Body Header File ... 149
21.5.3.2 Body Trailer File ... 149
21.5.4 Home Page Content Include Files ... 149

21.6 Privacy and Security Policy ... 150
21.6.1 Privacy and Security Web Page ... 150
21.6.2 Privacy Web Page Options ... 150
21.6.2.1 Include Privacy Notice Page ... 150
21.6.2.2 Privacy Notice Page URL ... 150
21.6.3 Privacy Notice Files Location ... 150
21.6.4 Privacy and Security Notice File Development ... 151
21.6.4.1 SBC Generated Framework File ... 151
21.6.4.2 User Generated Policy File ... 152

21.7 HTML Color Management ... 152
21.7.1 Color Selection and Specification ... 152
21.7.1.1 Hexadecimal Color Format ... 152
21.7.1.2 Decimal rgb Color Format ... 152

21.8 Creating a Web Site With Multiple Seasons and Career Stats ... 153
21.8.1 Multi-Season Mode Web Site ... 153
21.8.2 Web Site Structure ... 153
21.8.3 Structural Details ... 153
21.8.3.1 Top Level Index File ... 153
21.8.3.2 Home Page Content File ... 154
21.8.3.3 Graphics Files ... 155
21.8.4 Career Stats Navigation Tab ... 155
21.8.5 One Step Web Site Configuration ... 155
21.8.6 Web Site Maintenance ... 155

21.9 Cascading Style Sheets ... 156

21.10 Commands for Advanced Web Sites ... 157
21.10.1 Generate HTML Table From Area ... 157
21.10.2 Save All Player Stats as Web Pages ... 158
21.10.3 Web Page From Predefined Area ... 158
21.10.4 Web Page From Selected Player Area ... 158
21.10.4.1 Options ... 158
21.10.5 Web Page From Custom Area ... 158

21.11 Template Files ... 158
21.11.1 Template File Structure ... 159
21.11.2 Template File Generation ... 159
21.11.3 Customization of Template Files ... 159
21.11.3.1 Predefined CSS Styles ... 160
21.11.3.2 Linking Template Files to Navigation Links ... 160
21.11.3.3 Processing Date ... 160
21.11.4 Integrating Template Files Into the Website ... 161
21.11.5 Template File Development ... 161
21.11.5.1 Mobile vs. Desktop Browser Display ... 161
21.11.5.2 Local Development of PHP Web Pages ... 162
21.11.6 Additional Tools For Development ... 163

21.12 Issues Resulting From URL Processing ... 163
21.12.1 Display Computed URL Paths ... 163
21.12.2 Absolute vs. Relative Include File Processing ... 164

21.13 Web Browser Compatibility Issues ... 164
21.13.1 Fonts ... 165
21.13.1.1 Font Family Selection ... 165
21.13.2 Advanced Styling ... 165
21.13.3 Mobile and Tablet Web Browsers ... 165

22 USING THE SBC WITH 3rd PARTY MOBILE STATS APPS ... 166

22.1 Overview ... 166

22.1.1 Supported 3rd Party Apps ... 166
22.1.1.1 iScore Baseball/Softball ... 166
22.1.1.2 6-4-3 Baseball Scorebard ... 166
22.1.1.3 K-ForCE ... 166
22.1.1.4 Game Changer ... 166
22.1.1.5 Sleet Stats Softball StatKeeper ... 166
22.1.1.6 FixedIt Baseball Scorebook ... 166
22.1.1.7 Backside Stats ... 167
22.1.1.8 Baseball Scorebook new 5.70 ... 167
22.1.1.9 General File Format ... 167
22.1.1.10 Other Formats ... 167
22.1.2 Statistics Imported ... 168
22.1.3 Statistics Processing Notes ... 168
22.1.3.1 Undefined Stats Cateories ... 168
22.1.3.2 Slow Pitch vs. Fast Pitch Softball/Baseball Mismatch ... 168
22.1.3.3 Stats Overwrite Policy ... 168
22.1.3.4 Special Situations ... 168
22.1.4 Stats Processing Conventions ... 169

22.2 Transfering Stats From a Mobile App to the SBC ... 169
22.2.1 Import Procedure ... 169
22.2.1.1 Pre-Import File Analysis ... 170
22.2.1.2 Import Processing ... 171
22.2.1.3 Unknown Player Detection ... 171
22.2.1.4 Import Processing Summary ... 171
22.2.2 Post-Import Processing ... 172
22.2.2.1 Resolving Non-Roster/New Player Issues ... 172
22.2.2.2 Adding Missing Stats ... 172

22.3 Managing Rosters ... 172
22.3.1 Transferring the SBC Roster to a Mobile App ... 172
22.3.2 Transferring a Roster From a Mobile App to the SBC ... 172

23 IMPORTING/EXPORTING STATS FROM OTHER SOURCES ... 174

23.1 Importing Stats ... 174
23.1.1 General Conventions ... 174
23.1.2 Stats Entry Conventions ... 174
23.1.3 Stats Validation ... 174

23.2 Single-Season Mode Import ... 174
23.2.1 File Format ... 174
23.2.1.1 Marker Style Format ... 174
23.2.1.2 No Marker Style Format ... 175
23.2.2 Import Procedure ... 175
23.2.2.1 Additional Processing ... 176

23.3 Multi-Season Mode Import ... 176
23.3.1 File Formats ... 177
23.3.1.1 Stats Exceptions ... 177
23.3.1.2 General Entry Conventions ... 177
23.3.2 Import Procedure ... 177
23.3.3 Import File Verification ... 178
23.3.3.1 Stats Overwrite Policy ... 178
23.3.4 Import Processing Summary ... 178

23.4 Exporting Stats ... 178
23.4.1 Processing Notes ... 179
23.4.2 Single-Season Mode Stats Export ... 179
23.4.3 Multi-Season Mode Stats Export ... 179

24 SBC LEGACY UI ... 180

24.1 SBC Legacy UI Commands Equivalents ... 180

24.2 File Menu ... 184

24.2.1 Open 184
24.3 Edit Menu..... 184
24.3.1 Statistics Display Ranges 184
24.4 Window Menu 184
24.5 SBC Legacy Toolbar..... 184
24.5.1 Toolbar Icons..... 184
24.5.2 Help Tool 184
24.5.3 Display / SBC Toolbar 184
24.6 Display / Restore SBC Ribbon..... 184
APPENDIX A – SBC RIBBON COMMAND CHARTS 185
APPENDIX B - DEFINED HTML WEB COLOR NAMES 188
APPENDIX C – PRE-DEFINED WEB THEMES..... 190

LIST OF TABLES

Table 1-1 Supported Excel Versions ... 3
Table 2-1 Active vs. Expansion Rosters ... 8
Table 5-1 SBC Keyboard Shortcuts ... 35
Table 7-1 Predefined Status Field Values ... 52
Table 7-2 Schedule Summary Variable Names ... 58
Table 11-1 Resolved Games Status ... 80
Table 15-1 Cell Border Style Mapping ... 94
Table 16-1 Web Site Files ... 104
Table 16-2 Next Unplayed Game Markers ... 105
Table 16-3 Browser Refresh Commands ... 108
Table 17-1 Error and Warning Messages ... 114
Table 21-1 HTML Filename Suffix Configurations ... 139
Table 21-2 Web Safe Font Families ... 145
Table 21-3 Template Files ... 159
Table 21-4 Template File Navigation Links ... 160
Table 21-5 Responsive Design Styles ... 161
Table 22-1 Import File > SBC Statistics Mapping ... 167
Table 24-1 SBC Legacy UI Commands ... 183
Table B1 HTML Color Names (1/2) ... 188
Table B1 HTML Color Names (2/2) ... 189

LIST OF FIGURES

Figure 1-1 SBC Overview ... 1
Figure 2-1 Conventional Multi-Season File Structure ... 6
Figure 2-2 Alternative Multi-Season File Structures ... 6
Figure 2-3 SBC Ribbon UI ... 7
Figure 2-4 Mouse / Touch Mode Spacing ... 7
Figure 2-5 Worksheet Display Mode Selection ... 9
Figure 2-6 Team Summary Page ... 9
Figure 2-7 Batting Summary Page ... 10
Figure 2-8 Player Game-by-Game Stats Page ... 11
Figure 2-9 Batting Leaders Page ... 12
Figure 2-10 Game Schedule Page ... 13
Figure 2-11 User Notes ... 14
Figure 3-1 Trust Center Trusted Locations Dialog ... 16
Figure 3-2 Trust Center Macro Settings Dialog ... 17
Figure 3-3 Trust Center File Block Settings Dialog ... 17
Figure 3-4 File Format Warning Notification ... 18
Figure 3-5 Security Warning Notification ... 18
Figure 3-6 Excel Add-ins Alert ... 18
Figure 3-7 Excel Options Under Windows Ribbon Interface ... 19
Figure 4-1 Progress Window Example ... 21
Figure 4-2 Thanks for Downloading ... 21
Figure 4-3 New Team Confirmation Alert ... 22
Figure 4-4 New Team Configuration Prompt ... 22
Figure 4-5 File Format Warning Example ... 23
Figure 4-6 Status Bar With Notifications Alert Example ... 23
Figure 4-7 Manual Selection of Excel Version ... 24
Figure 5-1 SBC Ribbon UI – Basic Commands ... 25
Figure 5-2 Info / About SBC ... 33
Figure 5-3 Computed Schedule Results Summary ... 33
Figure 5-4 Pending Notifications Summary Example ... 34
Figure 6-1 Division Standings Display / Data Entry Area ... 37
Figure 6-2 Edit / Division Team Names Dialog ... 38
Figure 6-3 Import Standings File Format ... 41
Figure 7-1 Schedule Page ... 42
Figure 7-2 Schedule Import File Format – General ... 44
Figure 7-3 Schedule Import File Format With Opponents - SBC ... 46
Figure 7-4 Schedule Import File Format With Visitor/Home - SBC ... 46

Figure 7-5 Schedule Import Processing Options 47
Figure 7-6 Schedule Import Processing Summary 49
Figure 7-7 Next Unplayed Game Highlighting 50
Figure 7-8 Edit Schedule Dialog 51
Figure 7-9 Schedule Analysis Example 54
Figure 7-10 Game Number Processing Options 54
Figure 7-11 Calendar Event Example 55
Figure 7-12 CSV Formatted File Example 56
Figure 7-13 Schedule Export Processing Options 56
Figure 8-1 Select Player Dialogs 60
Figure 8-2 Import Roster Processing Options 62
Figure 8-3 SBC Roster Import Summary 63
Figure 8-4 SBC Roster Export Options Dialog 63
Figure 9-2 Player Stats Update Dialog 66
Figure 9-3 Delete All Player Stats Dialog 70
Figure 9-4 Validate Player Statistics Summary – No Errors 71
Figure 9-5 Validate Player Statistics Summary – Errors Detected 72
Figure 10-1 Static Batting Leaders Preferences Dialog 73
Figure 10-2 Update Batting Leaders Preferences 75
Figure 10-3 Leaders Summary Area 75
Figure 11-1 Box Score Sample 76
Figure 11-2 Extra Innings Example 78
Figure 11-3 Box Score Processing Options 78
Figure 12-1 User Notes 81
Figure 12-2 Format User Notes Area Dialog 82
Figure 13-1 Print Selection Options 84
Figure 13-2 Backstage Print Settings 86
Figure 14-1 General Preferences Dialog in Single-Season Mode 88
Figure 14-2 Team Summary Page Layout 89
Figure 14-3 Batting Summary Page Layout 90
Figure 14-4 Batting Leaders Page Layout 91
Figure 14-5 Game Schedule Page Layout 92
Figure 16-1 Web Page Example Viewed on Desktop Browser 96
Figure 16-2 Web Page Examples Viewed on Mobile Devices 96
Figure 16-3 One Step Web Site Structure 98
Figure 16-4 Box Scores Summary Web Page Example 99
Figure 16-5 One Step Web Site Runtime Options Dialog 100
Figure 16-6 One Step Web Site Progress Window 100
Figure 16-7 One Step Web Site Processing Summary - Basic 101
Figure 16-8 Web Themes Organization 102
Figure 16-9 Web Themes Dialog 102
Figure 16-10 Analyze Theme Example 103
Figure 16-11 Unified Masthead-Navigation Bar Example 103
Figure 16-12 One Step Web Site Preferences in Basic Command Set Mode 104
Figure 16-13 Masthead Icons 106
Figure 16-14 WebClip Icon Example 107
Figure 16-15 Favicon Icon Example 107
Figure 17-1 Ribbon Visibility Settings 114
Figure 17-2 No Return or Halt Alert 115
Figure 18-1 SBC Ribbon UI – Expanded Commands 119
Figure 18-2 Change Worksheet Format Confirmation Prompt 119
Figure 19-1 Web Graphics Object Information Dialog Box 122
Figure 20-1 SBC Ribbon UI – Multi-Season Mode 126
Figure 20-2 New Seasons Group Confirmation Prompt 127
Figure 20-3 Delete All Player Stats By Season Options Dialog 128
Figure 20-4 Consolidate Expansion Roster Options Dialog 128
Figure 20-5 Worksheet Importing Options Dialog 129
Figure 20-6 Worksheet Import Stats Summary 130
Figure 20-7 Season Selection Dialog 131
Figure 20-8 Multi-Season Mode Leaders Update Options 131
Figure 21-1 One Step Web Site Preferences - Expanded Command Mode 134
Figure 21-2 Customized Navigation Bar Example 135

Figure 21-3 One Step Web Site Processing Summary – Exapanded 135
Figure 21-4 Customizing Web Themes 136
Figure 21-5 Custom Hyperlink Dialog 137
Figure 21-6 Web Page Composer General Preferences Dialog 138
Figure 21-7 File and Directory Processing Hierarchy 139
Figure 21-8 Web Page Composer Player Stats Directory Selection Dialog 140
Figure 21-9 Web Page Composer Content Preferences Dialog 143
Figure 21-10 Web Page Composer Masthead Preferences Dialog 146
Figure 21-11 Web Page Composer Navigation Preferences Dialog 147
Figure 21-12 *SBC* Include Files Dialog 149
Figure 21-13 Sample Default SBC-Generated Privacy Page 150
Figure 21-14 Shared Privacy Page Files Location Example 151
Figure 21-15 Privacy Notice Content File Example (Simple Text) 151
Figure 21-16 Privacy Notice Content File Example (HTML) 152
Figure 21-17 - Multiple Seasons and Career Web Site Structure 153
Figure 21-18 Sample index.html Format 154
Figure 21-19 - Sample Content Block 154
Figure 21-20 - Sample Home Page Content File 155
Figure 21-21 - Web Preferences Configuration 156
Figure 21-22 - HTML Table Composer Preferences 157
Figure 21-23 - Template Files Structure 159
Figure 21-24 One Step Web Site Runtime Options 159
Figure 21-25 Template Files Linkage Example 160
Figure 21-26 Custom Content Web Page Development Flow 162
Figure 21-27 Navigation Links Command 164
Figure 22-1 Import Stats Options Dialog 170
Figure 22-2 Import Stats Invalid Data Alert 170
Figure 22-3 Unknown Player Detection Handler Dialog 171
Figure 22-4 Stats Import Statistics Summary 171
Figure 23-1 General Import File Marker Style Format 175
Figure 23-2 General Import File No Marker Style Format 175
Figure 23-3 General Format Import Options Dialog 176
Figure 23-4 Stats Overwrite Alert Dialog 176
Figure 23-5 SBC Season Stats Import Templates 177
Figure 23-6 General Format Season ID Validation Dialog 177
Figure 23-7 Stats Tracking Mode Mismatch Dialog 178
Figure 23-8 Stats Import Summary 178
Figure 23-9 Export Stats Options 179
Figure 23-10 Export Stats Processing Summary 179
Figure 24-1 SBC Legacy Menus and Toolbar UI Under Excel Ribbon 180

1 GENERAL INFORMATION

Underlined text marked in green are cross-references to the relevant section for more details.
Change bars are for the latest update.

Figure 1-1 SBC Overview

The SOFTBALL/BASEBALL STATISTICS CALCULATOR (referred to as the ***SBC***) is a simple yet powerful application for keeping team batting statistics and division standings.

It is very easy to use allowing the user to:

- Create a new Team Worksheet
- Add players to either of two rosters
- Add teams to the division
- Maintain a game schedule and results
- Transcribe/update the batting results from the game scoresheets
- Import game statistics collected from a mobile stats app or file
- Combine stats from individual seasons into a unified multi-season (career) Team Worksheet
- Calculate team batting leaders in up to 19 categories
- Maintain and automatically calculate the division standings
- Enter line scores and create box scores for a completed games
- Print reports
- Create a web site optimized for both desktop and mobile web browsers with a single command !

1.1 Program Availability and Licensing

The ***SBC*** is ADD-FREE and is offered as Donationware and is available for download at the ***SBC*** website at:

https://sbc.aces-softball.com

The ***SBC*** represents thousands of hours of development and testing. If you find the program to be useful, a donation via PayPal or Zelle would be appreciated! The ***SBC*** website at: https://sbc.aces-softball.com has instructions for donations. Alternative methods are available.

Known errata, limitations and revision history are available at the SBC web site under the **Support** and **Downloads** tab.

The author encourages your comments/suggestions via email at: support@sbc.aces-softball.com

1.2 Acknowledgements

Excel, Windows, Microsoft Office, Internet Explorer, Bing, Edge are trademarks of Microsoft Corporation.
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Excel Ribbon Tricks and Fixes – Courtesy of Ron DeBruin https://www.rondebruin.nl
VBA URL File Access – Courtesy of Daniel Pineault, CARDA Consultants Inc.
Rec League logo (beer can masthead icon) is a trademark of Mass Bay Brewing
Ribbon and masthead icons courtesy of icons8.com, Freepik, Pixabay

1.3 Specifications

Maximum number of teams in division:	35
Maximum schedule entries - Single-Season Mode:	500
Maximum game entries per player - Single-Season Mode:	500
Maximum season entries - Multi-Season Mode:	500
Maximum number of Active (full-time) roster players:	unlimited*
Expansion roster size for alternates/part-time players:	unlimited*
Number of batting leader categories:	19
Maximum number of entries in each leader category:	10
Number of player entries in the game box score:	30
Number of linkable web graphics images:	25

* Limited only by the capacity of Excel worksheets which can vary by version. However, the recent versions are more than adequate for single and multi-season Team Worksheets. Rosters increase/decrease in size as required.

1.4 Operating Environment

The ***SBC*** is an application that runs with a legal copy of Microsoft Excel® (not supplied). A 1 GHz processor or faster is recommended for best performance. In addition to processor speed, actual performance may vary among specific versions of Excel.

The ***SBC*** operates within the confines of the user's system. Internet operations are limited to access to the on-line user manual, revision test, and ***SBC*** web site when desired. The default system browser may be launched as necessary.

The ***SBC*** macro, Ribbon and Team Worksheet files are internally protected to prevent corruption. File operations are all under user control and are limited to importing of stats, schedules, standings, roster files and creation of web site files, schedule, stats, and roster export files.

1.4.1 Running Under a Virtual Machine

If you are running Excel in a virtual environment (eg: VirtualBox™, Parallels Desktop™, etc.), the ***SBC*** performance may be degraded when doing operations across the guest<>host machine boundaries. An example would be storing the files from a **One Step Web Site** operation in a directory in the host machine.

In addition, it is advisable to disable shared clipboard and drag-and-drop modes as this can adversely affect performance.

1.5 Excel Versions and Operating System Compatibility

The ***SBC*** runs on the following US English language versions of Excel in these environments:

Excel Version	SBC User Interfaces	
	SBC Ribbon UI	SBC Legacy UI
Windows:		
2024 (v16)	Y	Y
2021 (v16)	Y	Y
2019 (v16)	Y	Y
2016 (v16)	Y	Y
2013 (v15)	Y	Y
2010 (v14)	Y	Y

Table 1-1 Supported Excel Versions

1.5.1 Recommended Environments

The ***SBC*** is optimized for use with Excel versions 2016 and newer with a custom fluent ribbon interface on Windows (**SBC Ribbon UI**). The ***SBC*** maintains support for the legacy menus and toolbar interface (**SBC Legacy UI**) for other environments.

NOTE:
SBC operation under Excel 2024 has not been verified but should work.

1.5.2 macOS Support

Support for the ***SBC*** has been deprecated.

1.5.3 Validation

The ***SBC*** validation is focused primarily on US versions of Excel 2016-2021 on Windows. The ***SBC*** may not function on some international versions of Excel.

If you encounter a situation where the ***SBC*** does not function correctly, please file a technical support request via email to:
support@sbc.aces-softball.com

1.6 Support

1.6.1 On-Line Support

On-line support can be found at the ***SBC*** web site at https://sbc.aces-softball.com. There are helpful hints plus an on-line version of this user manual. The on-line manual can be accessed from within the ***SBC*** as well.

1.6.2 Contacting Support

If you run into a situation that is not documented or where the ***SBC*** does not perform as expected, file a technical support request via email to:

support@sbc.aces-softball.com

Responses to email queries will originate from:
support@sbc.aces-softball.com
Ensure that you add this to your email address book and/or spam filter whitelist as a valid address

Please try to capture the following information:

1. ***SBC*** version information*
2. Version of Microsoft Excel*
3. Operating system revision *
4. What operation was attempted?
5. Is the issue repeatable?
6. The sequence of events that led to the problem
7. Any alert messages that were posted

8. Contents of the window message bar area
9. In the event of a macro error fault, capture the information reported and the line number.

*This information is available via the **SBC Help / Info** button command.

1.6.3 Revision History

Enhancements and bug fixes for the current version plus known limitations can be viewed via the **SBC Help / Support** button command (active internet connection required). History for previous versions can be viewed at the ***SBC*** web site at: https://sbc.aces-softball.com.

1.6.4 Comments and Feedback

General comments and suggestions via email to: support@sbc.aces-softball.com

2 SBC OVERVIEW

The ***SBC*** is an application that maintains statistics for an individual baseball or softball team. The user interacts with the ***SBC*** via a custom ribbon interface (**SBC Ribbon UI**).

2.1 Data Organization

The ***SBC*** is organized around a Team Worksheet that contains the following data structures:

- Player rosters
- Player batting statistics
- Game schedule and results*
- Division standings
- Computed box scores*
- Computed batting leaders

**Single-Season Mode only*

The ***SBC*** can be used, at a minimum, to maintain a team roster and player statistics. Other features can be utilized as desired.

2.2 Major Operating Modes

2.2.1 Single-Season Mode

This mode of operation tracks individual player and team statistics for a Single-Season on a game-by-game basis. Batting Leaders in 19 selectable categories can be calculated. Division standings, schedules and game results can be tracked as well. Box scores can be computed on a game-by-game basis.

Statistics, schedules, standings and rosters can be entered manually. These can be imported from and exported to external sources.

In addition to printed reports, a complete web site can be automatically generated with a single **One Step Web Site** command. Web pages are generated for optimum viewing on both desktop and mobile browsers. No additional apps are necessary. No web page authoring knowledge is required. **CREATING A BASIC WEB SITE** describes how to use this feature.

2.2.1.1 Basic Command Set Mode

A set of commands has been selected to provide functionality that should be adequate for most users. This keeps the user interfaces streamlined. The supplied sample and blank Single-Season Team Worksheets are configured in this mode.

2.2.1.2 Expanded Command Set Mode

A more extensive set of commands is available for added functionality and customization of generated web sites.

2.2.2 Multi-Season Mode

In this mode, the statistics are captured and organized by seasons. The main intent of this mode is to track career batting statistics over multiple seasons.

A composite set of statistics is compiled from multiple Single-Season Team Worksheets into a Multi-Season Mode Team Worksheet. In addition, a Multi-Season Mode Team Worksheet can accept stats from other Multi-Season Mode Team Worksheets as well as statistics generated by other apps.

Multi-Season Mode Team Worksheets always operate in Expanded Commands Set mode. The supplied sample and blank Multi-Season Mode Team Worksheets are configured in this mode.

2.3 Strategies For Organizing Stats

2.3.1 Conventional Approach

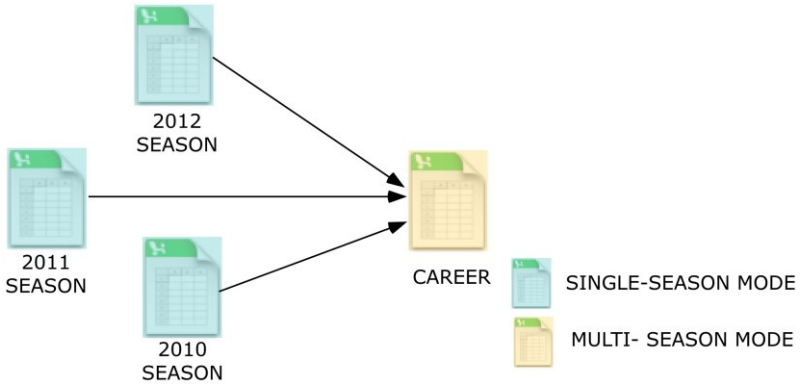


Figure 2-1 Conventional Multi-Season File Structure

The conventional approach is to maintain each seasons' game-by-game statistics in separate Single-Season Mode Team Worksheet files and then combine these stats into a composite set of career stats in a Multi-Season Mode Team Worksheet.

2.3.2 Alternative Approaches

Other strategies can be deployed based on how the user chooses to maintain statistics. Figure 2-2 shows an example where regular season, playoffs, and tournaments stats are maintained in separate Single-Season Mode Team Worksheet files and then combined into a composite set of stats for the 2012 season. This can also be done on a Single-Season or multiple season basis. Other combinations are possible as well.

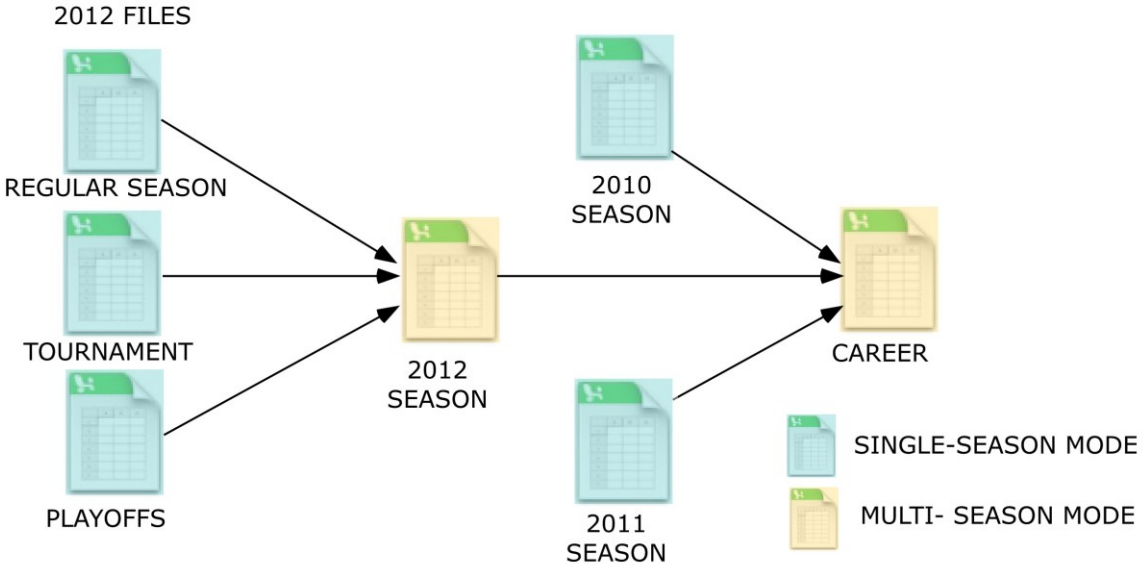


Figure 2-2 Alternative Multi-Season File Structures

2.4 SBC User Interfaces

2.4.1 Overview

The ***SBC*** is controlled via a custom set of commands, organized by major areas of functionality. They are accessed via the **SBC Ribbon UI**, supported on Windows/Excel versions 2010 or later. This manual is oriented towards operation via this interface. Throughout this manual, command references are shown as:

SBC Ribbon UI Command

For users that prefer a menu-centric and toolbar interface, the **SBC Legacy UI** is always accessible via the **Add-ins** tab. It can be used on all versions of the ***SBC***. Each command in the **SBC Legacy UI** has corresponding commands in the **SBC Ribbon UI** (Table 24-1).

The **SBC Legacy UI** can be used as the sole interface or used simultaneously with the **SBC Ribbon UI.**

2.4.2 SBC Ribbon UI

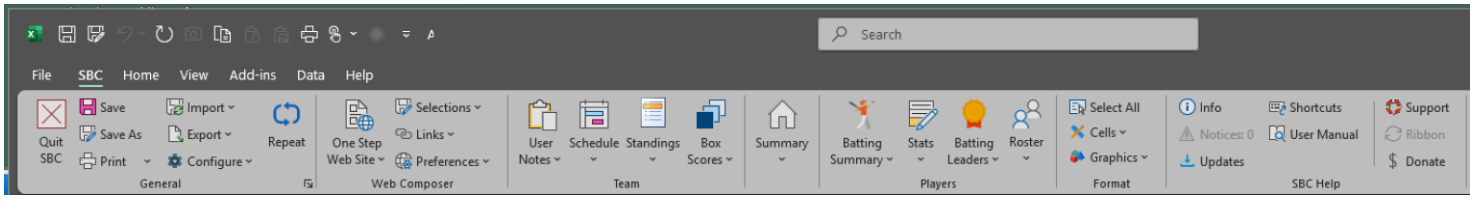


Figure 2-3 SBC Ribbon UI

This is a full featured fluent ribbon design that conforms to the Microsoft guidelines for custom ribbons.

The commands are organized by major functional groups. All relevant commands and preferences are contained within each functional group. Appendix A contains expanded reference charts for the commands for each major operating mode.

The standard Excel **File**, **Home**, **View**, **Add-ins** and **Help** tabs are included as well as a Quick Action Toolbar (QAT). A **Data** tab with a subset of commands for managing external document links is included.

Commands which are not active for a specific operating mode or condition are hidden or dimmed. Descriptive Tooltips appear when the cursor is positioned over a given button, dropdown menu or command.

In most instances, the large ribbon buttons will navigate to the relevant area of the Team Worksheet.

2.4.2.1 Keyboard Shortcuts

Keyboard shortcuts are provided for frequently used commands as well. They can be displayed in a floating window via the **SBC Help / Shortcuts** command. This window will persist until close by the user.

2.4.2.2 Ribbon Button Spacing

The **Mouse / Touch Mode** control in the Quick Action Toolbar determines the spacing of the Ribbon command buttons.

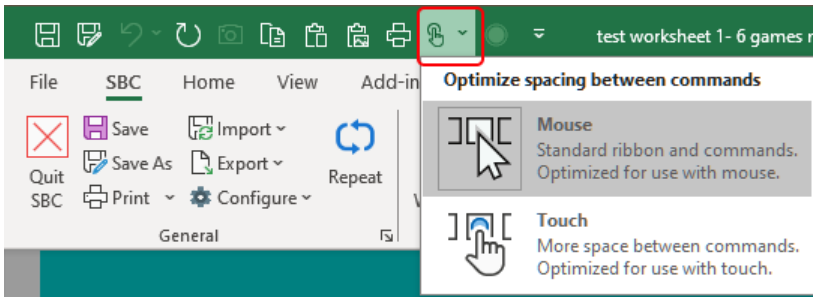


Figure 2-4 Mouse / Touch Mode Spacing

NOTES:
This is a global setting for all Microsoft Office applications. Changes are dynamically applied to all open Office documents.
This control appears on Excel versions 2013 and newer. On older versions, it is forced to **Mouse** mode.

2.4.3 Copy to Clipboard

Copy to Clipboard commands are provided for most major areas of the Team Worksheet. Navigate to the desired area by clicking on one of the large buttons (e.g.: Batting Leaders). Click on **Copy to Clipboard** to copy the relevant area to the system clipboard for pasting in other apps. In Expanded Commands mode, a web page of the selected area can be created as well.

2.5 Player Rosters

The rosters are divided into two areas referred to as the Active and Expansion rosters. The Active roster is intended for full-time players. The optional Expansion roster is intended for part-time or substitute players and can be renamed as desired. The differences between the two rosters are shown in Table 2-1.

Feature	Active Roster	Expansion Roster
Statistics Organization	Separate page for each player	Single page for all players
Roster Limits	No limit*	No limit*
Batting Leaders Inclusion	All players	Selectable

* Limited only by the version of Excel

Table 2-1 Active vs. Expansion Rosters

Players and their stats can be transferred from one roster to the other at any time. Statistics from multiple players can be merged into a single player entry.

2.6 Statistics Tracking Modes

The ***SBC*** can track statistics for slow-pitch softball, fast/modified pitch softball, and baseball.

When the **Track Slow Pitch Stats Only** mode is enabled, **SB**, **HBP** and **SACB** stats are not tracked. This applies to the player stats, player updating, batting leaders, box score, web site generation and printing.

When this mode is disabled, the full set of statistics is tracked. This is the mode for modified/fast-pitch softball or baseball. The sample ***SBC*** Team Worksheets are configured in this mode.

Fines tracking is an optional category.

2.6.1 Formulas Used in Statistics Calculations

The ***SBC*** uses commonly accepted formulas and abbreviations as defined by Major League Baseball at: https://www.mlb.com/glossary/standard-stats. The formulas are also summarized at the Wikipedia web site.

At Bats (**AB**): **H + Outs + FC + ROE – BB – SF – SACB – HBP – CI**

Batting Average (**AVG**.):

$$\frac{\mathbf{H}}{\mathbf{AB}}$$

Slugging Pct (**SLG**):

$$\frac{\mathbf{1B + 2*(2B) + 3*(3B) + 4*(HR)}}{\mathbf{AB}}$$

On Base Pct (**OBP**):

$$\frac{\mathbf{H + BB + HBP}}{\mathbf{AB + BB + HBP + SF}}$$

On Base Plus Slugging Pct (**OPS**): **OBP + SLG**

The ***SBC*** does not track Reached on Catcher's Interference (**CI**) as a unique statistic. However, if you record a Plate Appearance (**PA**) in this case, the overall statistics will be correct.

When the **Track Slow Pitch Stats Only** mode is enabled, **SB**, **HBP** and **SACB** stats are not tracked and, therefore, not factored into the **AB**, **OBP** or **OPS** calculations.

2.7 Team Worksheet Structures

The Team Worksheet contains player rosters, standings, schedules and the results of all entered and calculated statistics. Critical areas of the Team Worksheet are protected against accidental user corruption.

In the descriptions that follow, command and button references to the **SBC Ribbon UI** are highlighted. Clicking on a group button will navigate to the page. A **Copy to Clipboard** command is provided to copy the relevant area to the system clipboard for use in other apps.

2.7.1 Worksheet Display

Starting with ***SBC*** version 4.82, the worksheets are displayed in a simulated page break preview mode with page breaks but without the traditional Excel page number watermarks. This improves content visibility.

If page number watermarks are desired, switch to **Page Break Preview Mode** (Figure 2-5). The display mode has no effect on printed pages or web page generation.

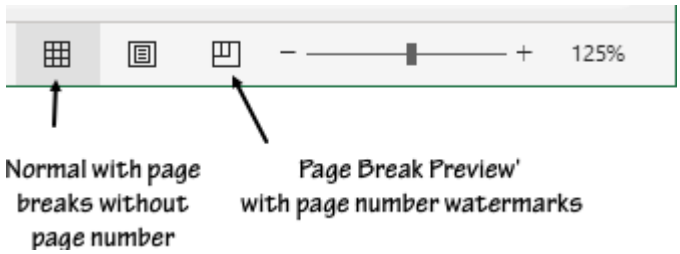


Figure 2-5 Worksheet Display Mode Selection

2.7.2 Top Level Team Summaries Page

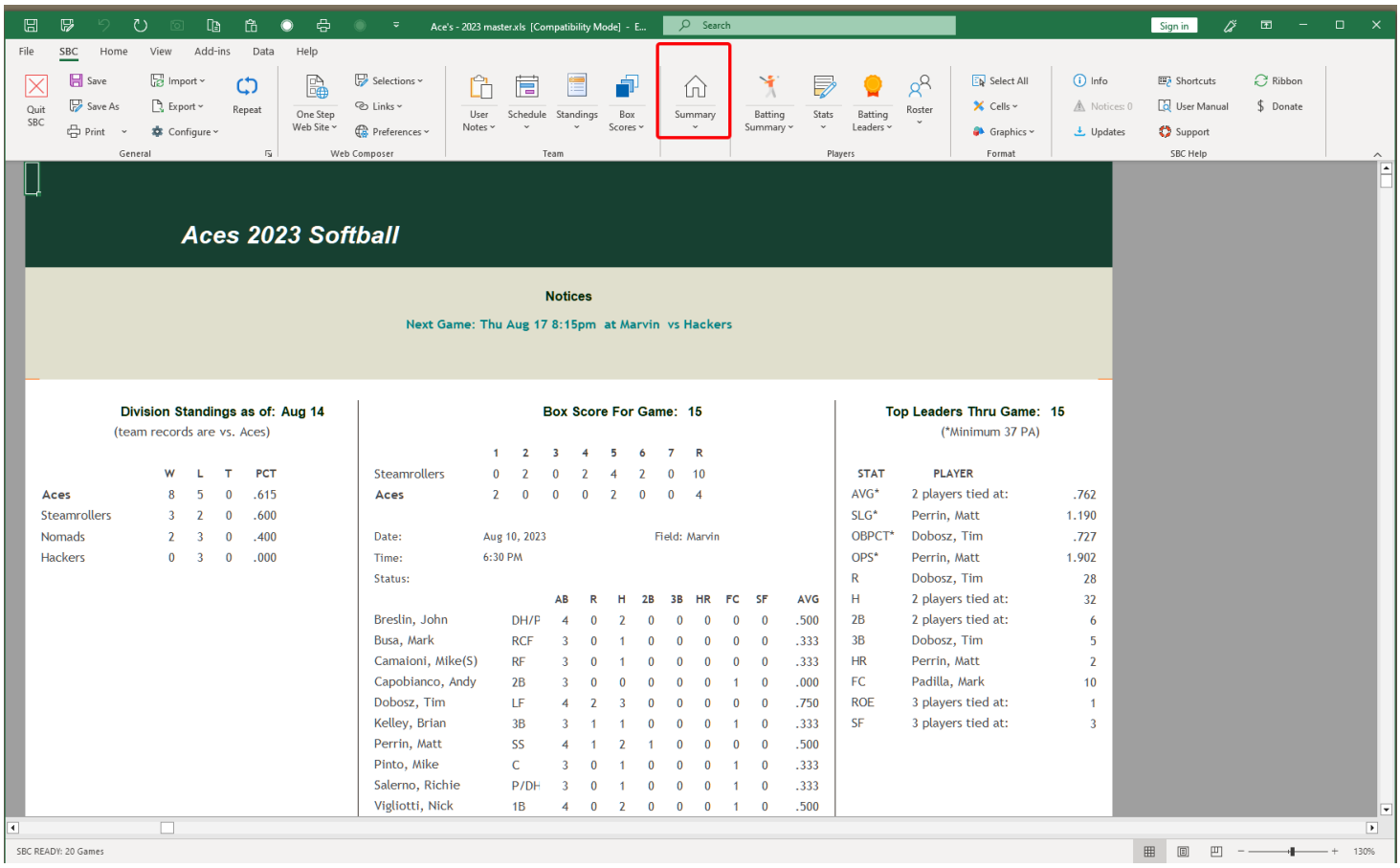


Figure 2-6 Team Summary Page

The Team Summary Page is organized into the following areas:

- Header / masthead area
- User customizable area for notices and general team information
- Division standings including wins/losses/ties, winning percentage and Games Behind Leader
- Box score and line score for a selected game
- Summary of team batting leaders with the top player for each category

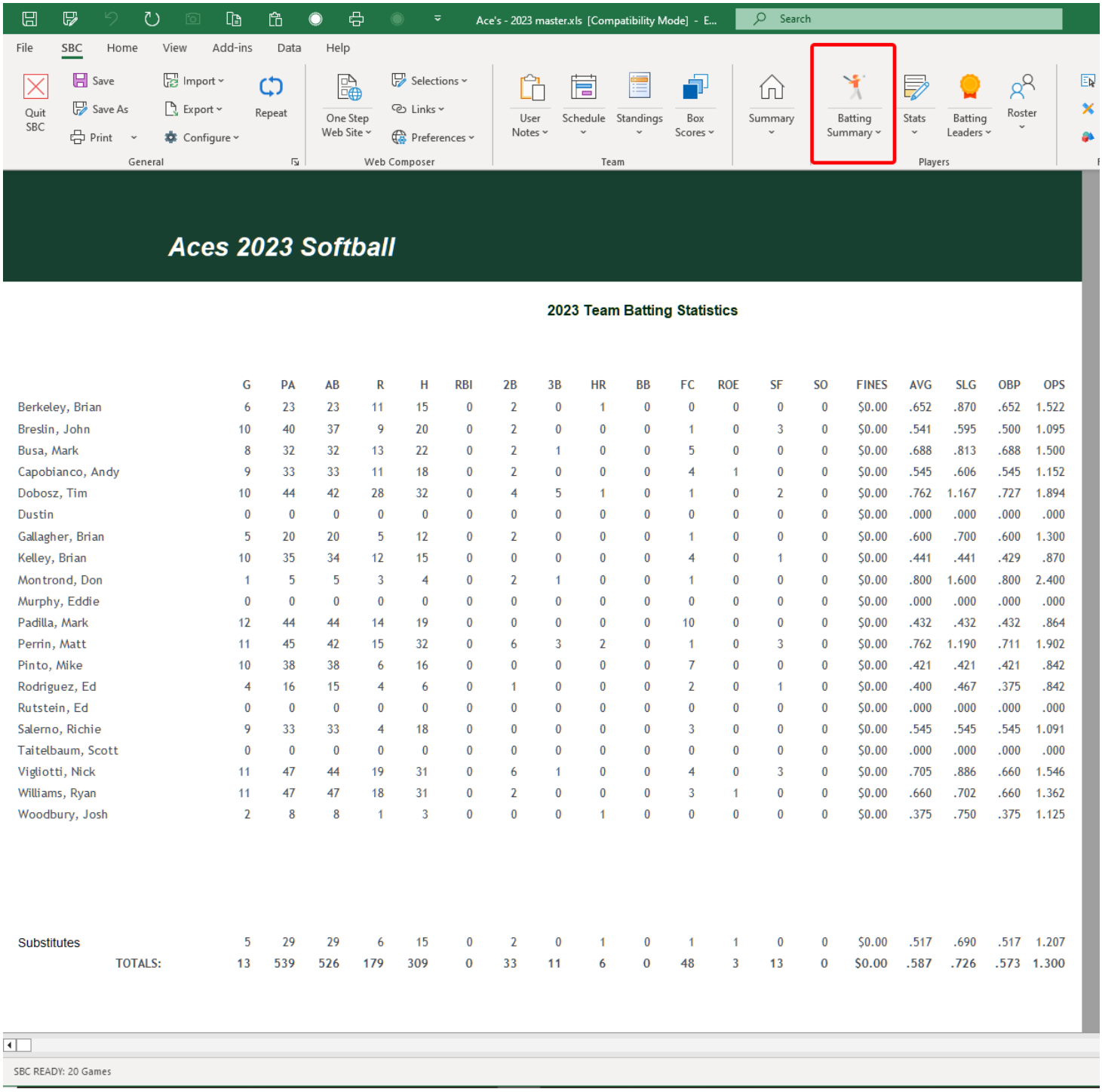
The contents of this page is also the framework for a team web site home page.

2.7.2.1 Masthead Area

The masthead area will reflect the current style and coloring based on the current **Web Theme** selection or modifications via the **Web Composer / Preferences / Masthead Preferences** command.

2.7.3 Batting Summary Pages

This is a summary of computed batting statistics for each Active roster player plus a composite summary of all player statistics in the Expansion roster (**Substitutes** in the example below). The Expansion roster players line will be blank if there are no player entries in that category. See **PLAYER ROSTERS** for more details on the creation and maintenance of the rosters.



2023 Team Batting Statistics

	G	PA	AB	R	H	RBI	2B	3B	HR	BB	FC	ROE	SF	SO	FINES	AVG	SLG	OBP	OPS
Berkeley, Brian	6	23	23	11	15	0	2	0	1	0	0	0	0	0	$0.00	.652	.870	.652	1.522
Breslin, John	10	40	37	9	20	0	2	0	0	0	1	0	3	0	$0.00	.541	.595	.500	1.095
Busa, Mark	8	32	32	13	22	0	2	1	0	0	5	0	0	0	$0.00	.688	.813	.688	1.500
Capobianco, Andy	9	33	33	11	18	0	2	0	0	0	4	1	0	0	$0.00	.545	.606	.545	1.152
Dobosz, Tim	10	44	42	28	32	0	4	5	1	0	1	0	2	0	$0.00	.762	1.167	.727	1.894
Dustin	0	0	0	0	0	0	0	0	0	0	0	0	0	0	$0.00	.000	.000	.000	.000
Gallagher, Brian	5	20	20	5	12	0	2	0	0	0	1	0	0	0	$0.00	.600	.700	.600	1.300
Kelley, Brian	10	35	34	12	15	0	0	0	0	0	4	0	1	0	$0.00	.441	.441	.429	.870
Montrond, Don	1	5	5	3	4	0	2	1	0	0	1	0	0	0	$0.00	.800	1.600	.800	2.400
Murphy, Eddie	0	0	0	0	0	0	0	0	0	0	0	0	0	0	$0.00	.000	.000	.000	.000
Padilla, Mark	12	44	44	14	19	0	0	0	0	0	10	0	0	0	$0.00	.432	.432	.432	.864
Perrin, Matt	11	45	42	15	32	0	6	3	2	0	1	0	3	0	$0.00	.762	1.190	.711	1.902
Pinto, Mike	10	38	38	6	16	0	0	0	0	0	7	0	0	0	$0.00	.421	.421	.421	.842
Rodriguez, Ed	4	16	15	4	6	0	1	0	0	0	2	0	1	0	$0.00	.400	.467	.375	.842
Rutstein, Ed	0	0	0	0	0	0	0	0	0	0	0	0	0	0	$0.00	.000	.000	.000	.000
Salerno, Richie	9	33	33	4	18	0	0	0	0	0	3	0	0	0	$0.00	.545	.545	.545	1.091
Taitelbaum, Scott	0	0	0	0	0	0	0	0	0	0	0	0	0	0	$0.00	.000	.000	.000	.000
Vigliotti, Nick	11	47	44	19	31	0	6	1	0	0	4	0	3	0	$0.00	.705	.886	.660	1.546
Williams, Ryan	11	47	47	18	31	0	2	0	0	0	3	1	0	0	$0.00	.660	.702	.660	1.362
Woodbury, Josh	2	8	8	1	3	0	0	0	1	0	0	0	0	0	$0.00	.375	.750	.375	1.125
Substitutes	5	29	29	6	15	0	2	0	1	0	1	1	0	0	$0.00	.517	.690	.517	1.207
TOTALS:	13	539	526	179	309	0	33	11	6	0	48	3	13	0	$0.00	.587	.726	.573	1.300

Figure 2-7 Batting Summary Page

The user can navigate to the Batting Summary page via the **Batting Summary** button or to the Expansion Roster Players page via the **Expansion Roster Players** sub-command.

Detailed player stats pages for each player can be viewed by clicking on the player name. Alternatively, the **Stats /Display Player**, **Next Player**, **Previous Player**, **Expansion Roster Players** commands plus **Page Up, Page Down, Arrow Up, Arrow Down** keys can be used.

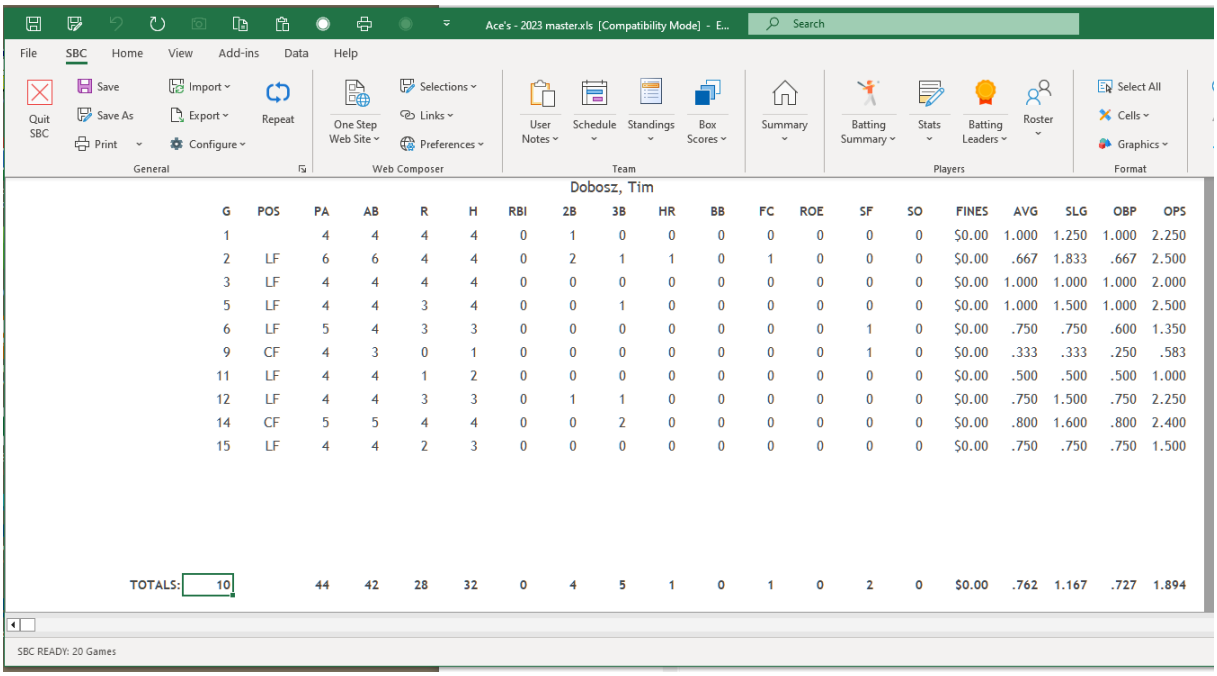
The total games value is shown at the bottom margin. In Single-Season Mode, is the largest number of games as derived from:

1. **Main Team Name** total of Wins-Losses-Ties
2. Maximum number of games with stats and/or line scores (completed games).
3. Total number of schedule entries

In Multi-Season Mode, the total games value is the largest number of games as derived from:

1. **Main Team Name** total of Wins-Losses-Ties
2. Maximum number of games played by any player

2.7.4 Game-by-Game Player Statistics Pages



G	POS	PA	AB	R	H	RBI	2B	3B	HR	BB	FC	ROE	SF	SO	FINES	AVG	SLG	OBP	OPS
1		4	4	4	4	0	1	0	0	0	0	0	0	0	$0.00	1.000	1.250	1.000	2.250
2	LF	6	6	4	4	0	2	1	1	0	1	0	0	0	$0.00	.667	1.833	.667	2.500
3	LF	4	4	4	4	0	0	0	0	0	0	0	0	0	$0.00	1.000	1.000	1.000	2.000
5	LF	4	4	3	4	0	0	1	0	0	0	0	0	0	$0.00	1.000	1.500	1.000	2.500
6	LF	5	4	3	3	0	0	0	0	0	0	0	1	0	$0.00	.750	.750	.600	1.350
9	CF	4	3	0	1	0	0	0	0	0	0	0	1	0	$0.00	.333	.333	.250	.583
11	LF	4	4	1	2	0	0	0	0	0	0	0	0	0	$0.00	.500	.500	.500	1.000
12	LF	4	4	3	3	0	1	1	0	0	0	0	0	0	$0.00	.750	1.500	.750	2.250
14	CF	5	5	4	4	0	0	2	0	0	0	0	0	0	$0.00	.800	1.600	.800	2.400
15	LF	4	4	2	3	0	0	0	0	0	0	0	0	0	$0.00	.750	.750	.750	1.500
TOTALS:	10	44	42	28	32	0	4	5	1	0	1	0	2	0	$0.00	.762	1.167	.727	1.894

Figure 2-8 Player Game-by-Game Stats Page

Separate pages contain individual batting statistics for each Active roster player for each game (Single-Season Mode) or each season (Multi-Season Mode) played. A separate page tracks statistics for the Expansion roster area. The user can navigate to specific player stats by clicking on a player name or via the commands in the **Stats** menu. Additional commands provide for management of the player entries under the **Stats** and **Roster** menus.

See **PLAYER BATTING STATISTICS** for more details.

2.7.5 Batting Leaders

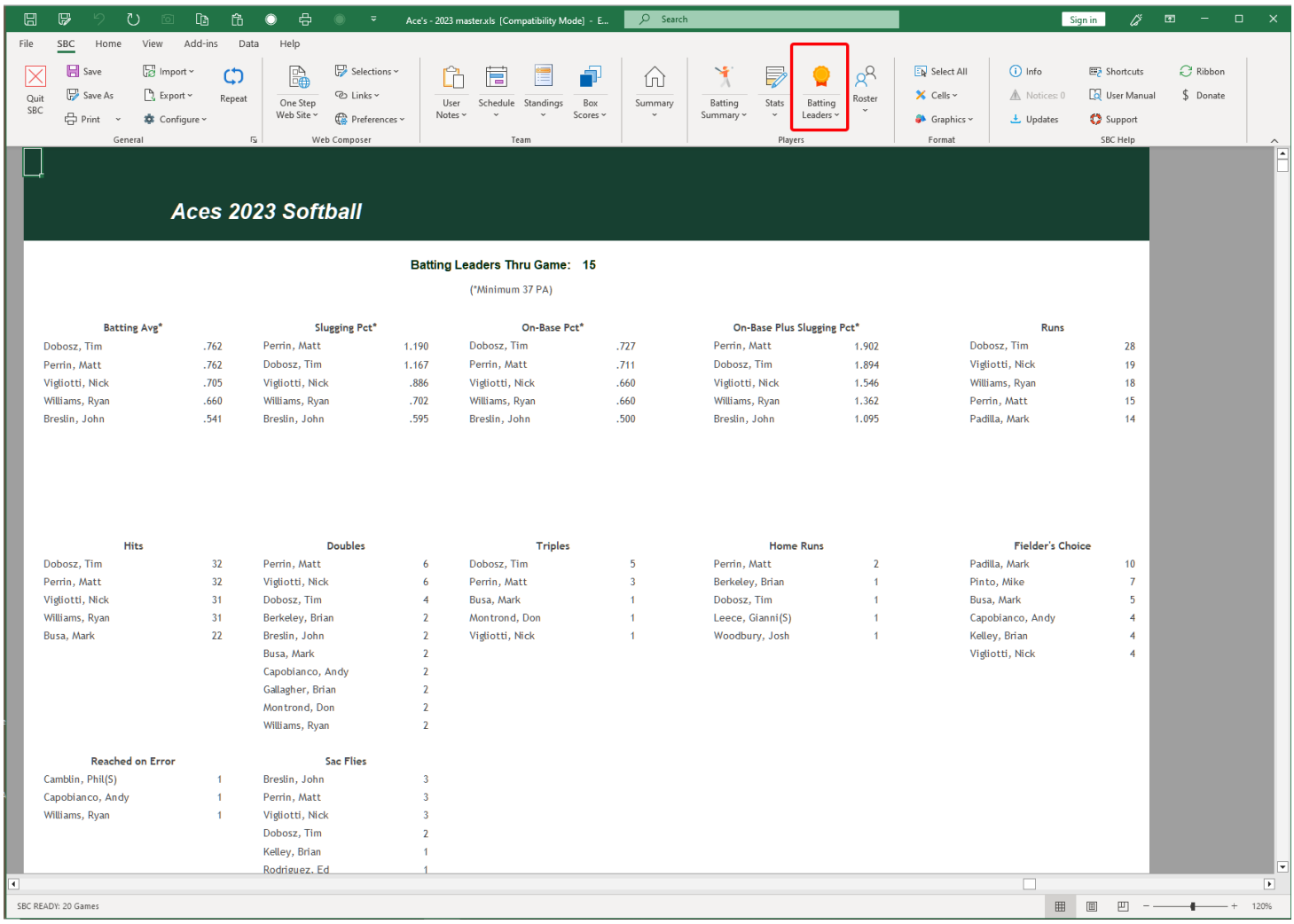


Figure 2-9 Batting Leaders Page

A display of the results of calculation of batting leaders in each category. In addition, the top leader in each category is displayed on the Team Summary Page. The **Preferences** sub-command controls the categories to be included of the Batting Leaders page as well as other settings.

See **BATTING LEADERS** for more details.

2.7.6 Game Schedule and Results

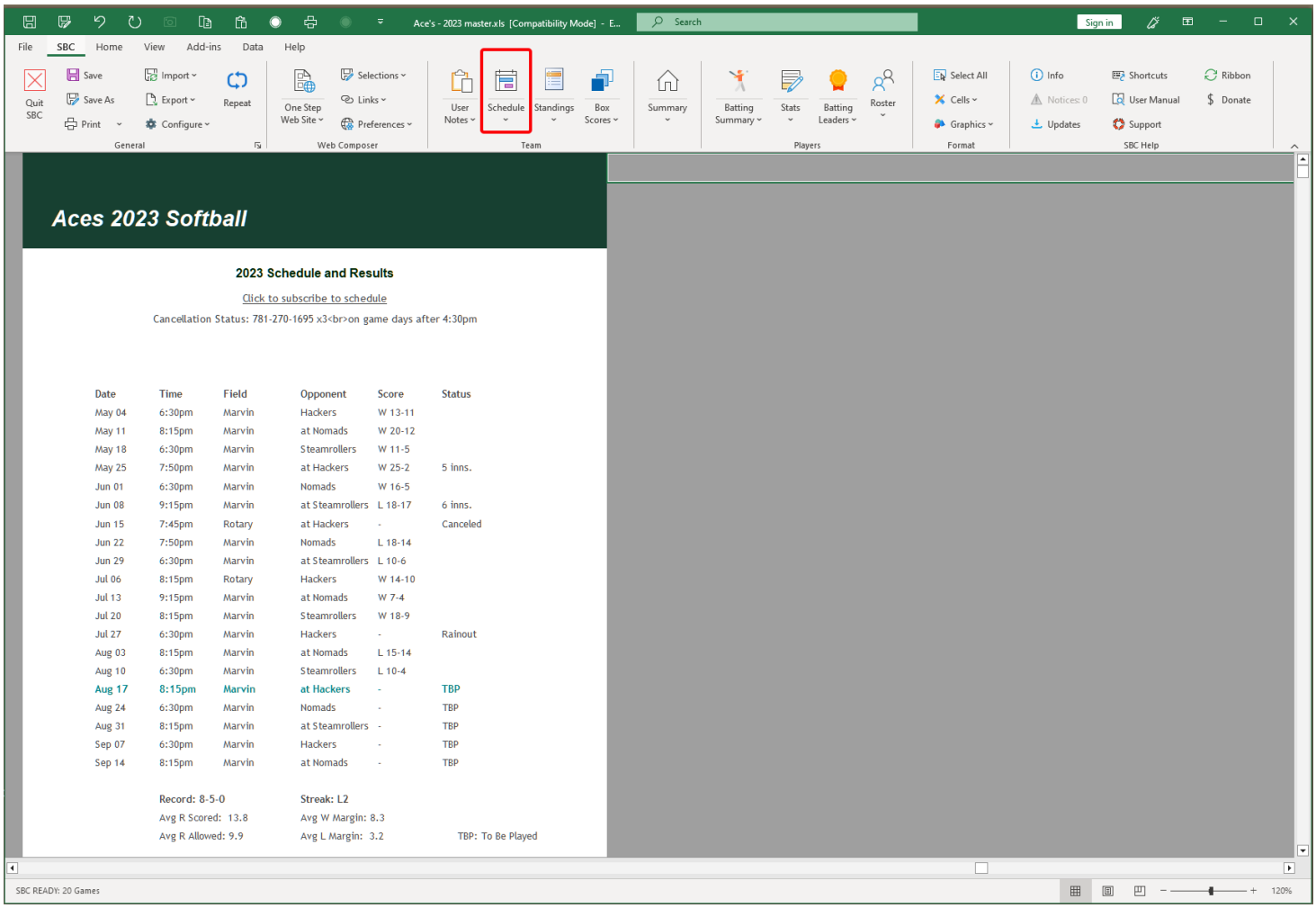


Figure 2-10 Game Schedule Page

In Single-Season mode, a composite schedule and results of all games are displayed on a separate page. The schedule can be created/edited manually or imported from an external file. The schedule can be exported to a file for inclusion into popular calendar applications.

Season W-L-T record, current Win/Loss Streak, averages of runs scored/allowed, winning/losing margins are computed. These values can be accessed from other files via defined variables. An example would be to create a table of the team career records. See Computed Schedule Summary Values for more details.

See **GAME SCHEDULE MANAGER** for details.

2.7.7 User Notes Area

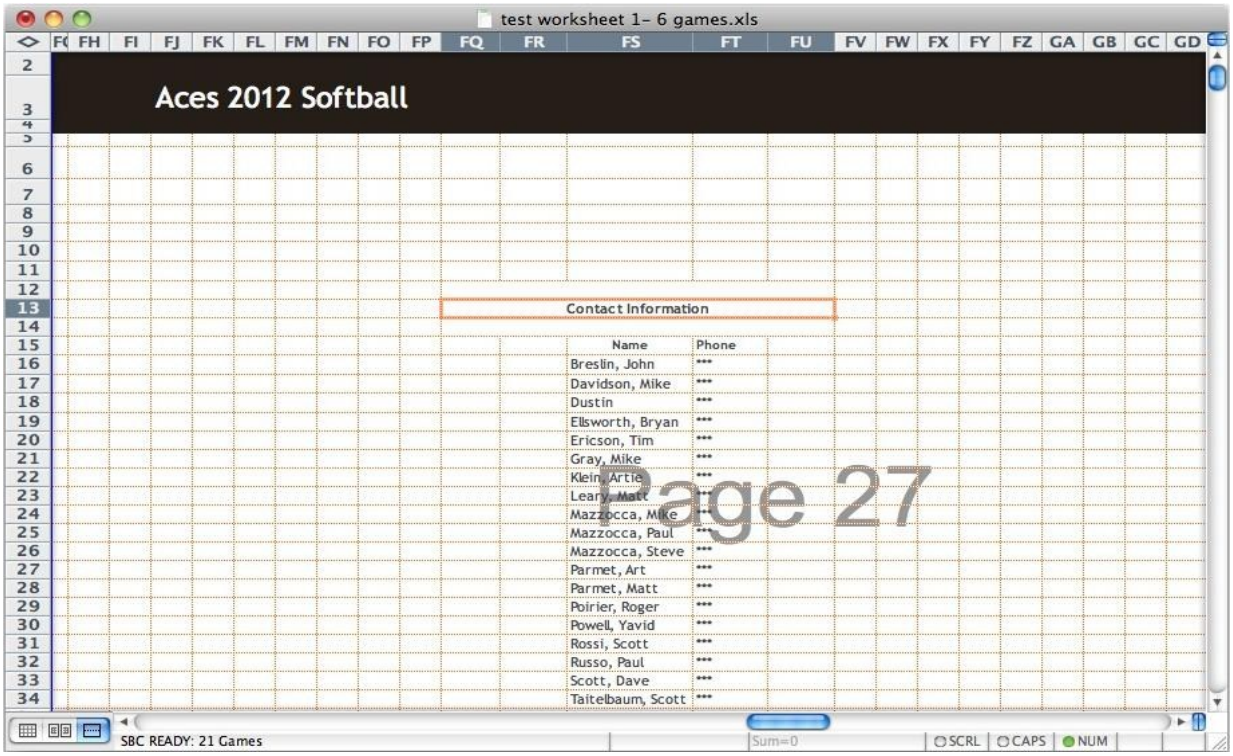


Figure 2-11 User Notes

This is a separate page with an unprotected block of cells. Some possible uses of this area are:

- Personal notes for the maintainer of the statistics
- Additional area for notices for the team, league, etc.
- Custom game schedule and upcoming events
- Detailed team roster information (e.g. player contact information)

The user has the options of whether to include this area for printed and web pages.

See **USER NOTES AREA** for more details on deploying the User Notes area.

3 PROGRAM INSTALLATION AND CONFIGURATION

3.1 Distribution Files

WARNING:
The ***SBC*** does not require a password to install, use, or un-install !!!
There are web sites that claim to offer keygen or un-installer programs for the ***SBC***.
These are rogue programs that can install viruses and/or cause damage to your system if executed.

The distribution contains the following files and folders. Copy these files into a working folder on your hard disk. No restriction on folder names is enforced. The **SBC_Macros.xlm , SBC_Ribbon.xlam** and Team Worksheet files must be in the same folder. However, an alias of a Team Worksheet file may be created to launch the ***SBC*** from a different location.

Program Files

SBC_Macros.xlm - The main controlling functions for the ***SBC***.
SBC_Ribbon.xlam - Optional Ribbon interface add-in when running under Windows Excel versions 2010 or later.

Single-Season Mode Files - Folder with example files for Single-Season Mode
SBC_Blank_Team.xls - A blank Team Worksheet
SBC_Sample_Team.xls - A sample Team Worksheet with active teams and players

Multi-Season Mode Files - Folder with example files for Multi-Season Mode
SBC_Blank_Team_MS.xls - A blank Team Worksheet
SBC_Sample_Team_MS.xls - A sample Team Worksheet with active teams and players

Sample Import Files – Sample files as generated by various 3rd party stats capture apps
6-4-3 Sample Import File.csv – Sample file as generated by the 6-4-3 Baseball Scorecard mobile app
iScore Sample Import File.xlsx – Sample file as generated by the iScore Baseball mobile app
KforCE Sample Import File.csv – Sample file as generated by the KforCE Baseball mobile app
Game Changer Sample Import File.csv – Sample file as generated by Game Changer mobile app
SleekStats league-gameboxscore.csv – Sample league box score file as generated by Sleek Stats mobile app
SleekStats team-gameboxscore.csv – Sample team box score file as generated by Sleek Stats mobile app
SleekStats league-teamstandings.csv – Sample standings file as generated by Sleek Stats mobile app
FixedIt Baseball Scorebook Sample Import File.csv – Sample file as generated by FixedIt Baseball Scorebook mobile app
Backside Stats Sample Import File.csv – Sample file as generated Backside Stats mobile app

Import Template Files
example schedule – sbc format.xls – Sample file to display the ***SBC*** schedule import file format
example schedule – general format.xls – Sample file to display the general schedule import file format
SBC Sample Roster File FN LN.csv – Sample file to display the roster import file First Name Last Name format
SBC Sample Roster File LN FN.csv – Sample file to display the roster import file Last Name First Name format
SBC Sample Roster File LN,FN.csv – Sample file to display the roster import file Last Name, First Name format
General Template File - AB Format.xls - A sample template file specifying AB's for custom game stats importing
General Template File - PA Format.xls - A sample template file specifying PA's for custom game stats importing
SBC Season Stats Import Template - AB Format.xls - A sample template file specifying AB's for custom season stats importing
SBC Season Stats Import Template - PA Format.xls - A sample template file specifying PA's for custom season stats importing

Web Site Files Folder – Folders with files for web site processing.
Icons Folder
sbc-logo-72.png – Legacy ***SBC*** logo graphics file for web page mastheads
ball_bat_plate.png – Optional masthead graphics file
ball_bat_flame.png – Optional masthead graphics file
baseball.png – Optional masthead graphics file
baseball_glossy.png – Optional masthead graphics file
softball.png – Optional masthead graphics file
player1.png .. player8.png Optional masthead graphics files
field1.png … field2.png – Optional masthead graphics file
recleague.png – Optional masthead graphics file
favicon.ico – Graphics file for desktop browser icon display
apple-touch-icon-*xxx*.png – Nine files used for bookmarks on mobile devices

Extras Folder

sample-home_page_include.html –	Sample file to demonstrate site navigation for multiple seasons
sample-index.html –	Sample file to demonstrate redirection to specific season

3.2 Excel Configuration

Due to differences in the various versions of Excel, the ***SBC*** requires some one-time configuration and security setups based on the specific version of Excel.

3.2.1 Security Settings In Excel Versions

The ***SBC*** operates within the confines of the user's system. The only Internet operations are those invoked explicitly by the user plus a one-time test at startup for the latest version of the ***SBC***. The ***SBC*** macros, Ribbon and Team Worksheet files are internally protected to prevent corruption. File operations are all under user control.

Each version of Excel has its' own method of dealing with macro security. For the ***SBC*** to operate, Excel must be configured to allow macros to execute.

3.2.1.1 Security Configuration For Windows/Excel 2010 and Later

The user needs to configure the security settings for proper operation of the ***SBC***. Note that these settings should be performed with a blank Excel document.

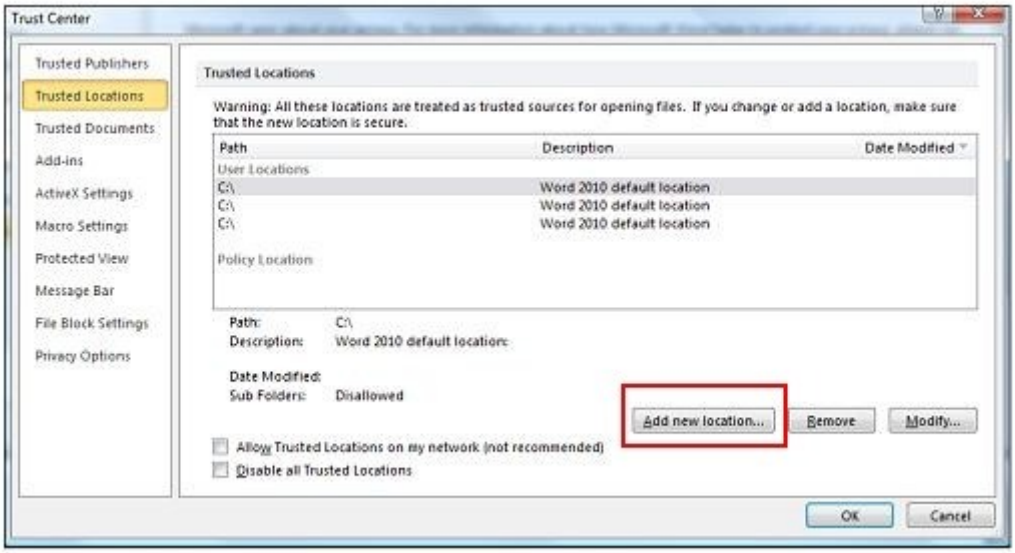


Figure 3-1 Trust Center Trusted Locations Dialog

Excel must be configured to allow the ***SBC*** to execute from the directory where the ***SBC*** Team Workshhet, macros and ribbon files are intended to be stored. This is controlled in the **Trust Center** by the **File/Options/Trust Center/Trusted Locations** tab. Click on the **Add New Location** tab to add the directory/directories as needed.

Add additional locations as needed for import/export files, web site files, etc.

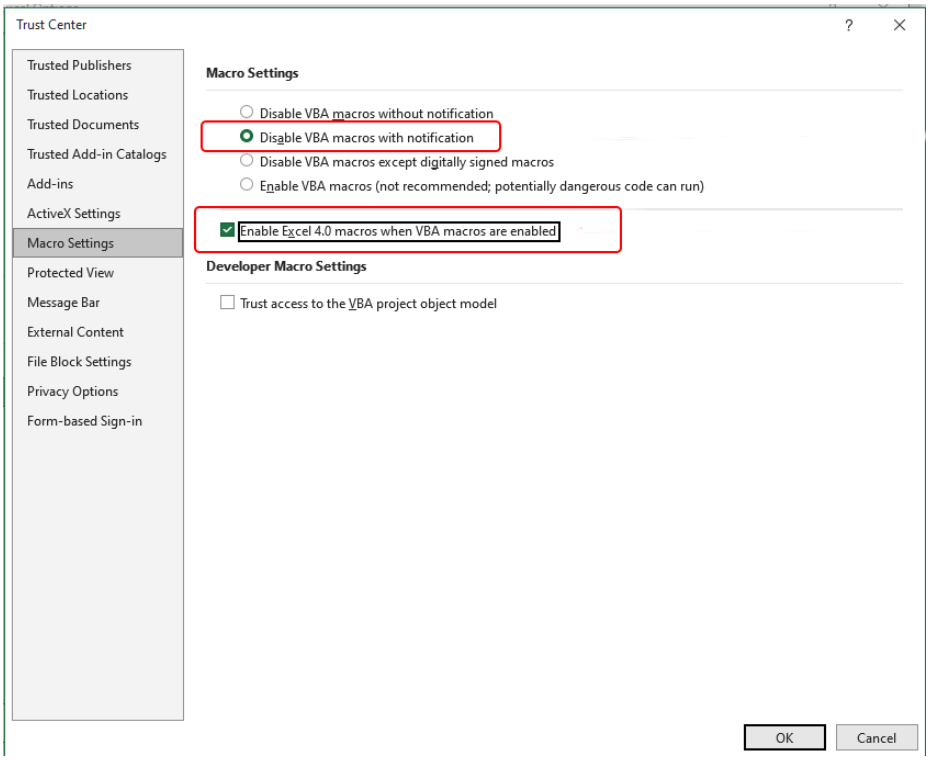


Figure 3-2 Trust Center Macro Settings Dialog

Macro security must be configured to allow the ***SBC*** to execute. This is performed in the **Trust Center** under the **File/Options/Trust Center/Macro Settings** tab. The default setting is **Disable all macros with notification**. This is the safest setting. Recent Excel updates have added an additional security setting. Insure the **Enable Excel 4.0 macros when VBA macros are enabled** check box is checked.

Configure the **File Block Settings** to allow Excel/4 worksheets, workbooks and macros as shown.

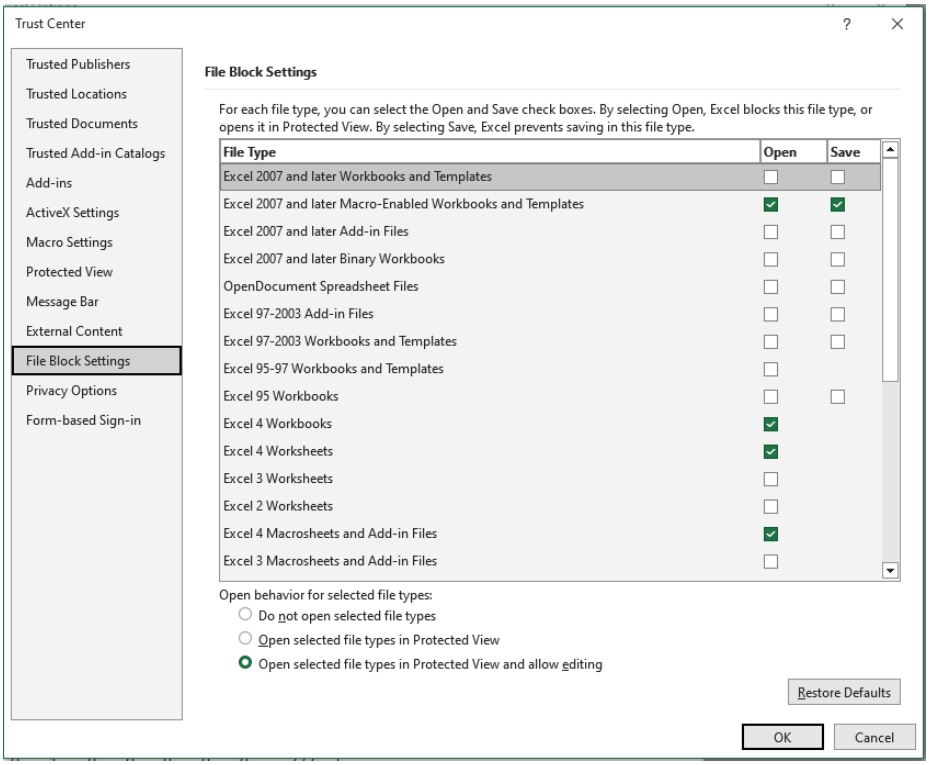


Figure 3-3 Trust Center File Block Settings Dialog

3.2.1.2 Launching the SBC On Windows/Excel 2010 and Later

After the **Trust Center** configuration has been completed, launch the ***SBC*** from one of the supplied sample Single Season Team Worksheets. If that is unsuccessful, a one-time sequence needs to be performed:

1) Launch the ***SBC*** by clicking on the **SBC_Macros.xlm** file. If you see the warning in Figure 3-4, answer **Yes**:

Figure 3-4 File Format Warning Notification

2) After Excel loads, you will see a security prompt: **Macros have been disabled**. Depending on the version of Excel, the alert will show in the message bar at the bottom of the window or just under the Ribbon area. Click on the **Enable Content** button to continue:

Figure 3-5 Security Warning Notification

3) Select any ***SBC*** Team Worksheet file to open. The ***SBC*** should launch normally at this point.

4) After you see the **SBC READY** message in the message bar, quit the ***SBC*** via the **Quit** button. No need to save the Team Worksheet file at this point.

Subsequent launches of the ***SBC*** can then be performed by clicking on a Team Worksheet.

3.2.2 SBC Ribbon UI Setup - Windows Excel 2010 and Newer

The ***SBC*** establishes its' own Excel Ribbon (**SBC Ribbon UI**). As it is customized for ***SBC*** operation. Excel will revert back to the built-in Excel Ribbon set when working with non-***SBC*** documents.

The **SBC Ribbon UI** is contained in a custom Add-in file. Place the **SBC_Ribbon.xlam** file in the same directory as the **SBC_Macros.xlm** file. This allows the **SBC Ribbon UI** to be used strictly for ***SBC*** operation.

Do not place the **SBC_Ribbon.xlam** file in the default Excel Add-ins directory as it is only useable with the SBC Team Worksheets !!!

To bypass the **SBC Ribbon UI** interface, remove the **SBC_Ribbon.xlam** file from the directory and restart the ***SBC***. The user interface will revert to the **SBC Legacy UI.**

The file: **SBC_Ribbon.xlam** must not be renamed !!!

3.2.2.1 Excel Add-ins Coexistence

During ***SBC*** initialization, the user will be alerted if any other Excel Add-ins are active.

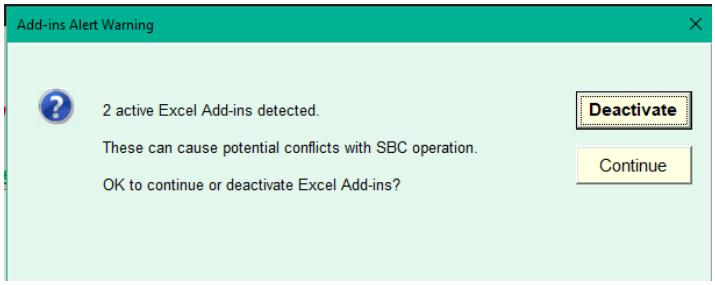


Figure 3-6 Excel Add-ins Alert

You can **Continue** with ***SBC*** operation if desired, but be aware that these may cause conflicts or erratic behavior, especially with non-Microsoft 3rd party Add-ins.

If you choose **Deactivate**, these Add-ins will be disabled but not removed from the Excel Add-ins directory. The ***SBC*** will be closed. Relaunch the ***SBC*** to operate without these Add-ins.

If these add-ins are needed subsequently for non-***SBC*** documents, they will need to be re-enabled manually.

3.2.2.2 SBC Ribbon and Quick Access Toolbar Visibility

The **SBC Ribbon UI** visibility follows the current **Ribbon Display Options** setting from the previous launch of Excel.

3.2.3 SBC Legacy UI Setup

The ***SBC* Legacy UI** menus and toolbar are always created. To force this user interface mode at startup, simply move the **SBC_Ribbon.xlam** file out of the directory where the **SBC_Macros.xlm** and Team Worksheets files reside.

With these versions, the ***SBC* Legacy UI** menus and toolbar will appear under the **Add-Ins** tab. The ***SBC*** will activate this tab at startup time if it is visible on the ribbon. If not, the user will be notified to enable this tab via the Excel **File** tab under **Options/Customize Ribbon** command. You should perform this step even if you do not wish to use the ***SBC* Legacy UI** to prevent the ***SBC*** from nagging about this at each startup.

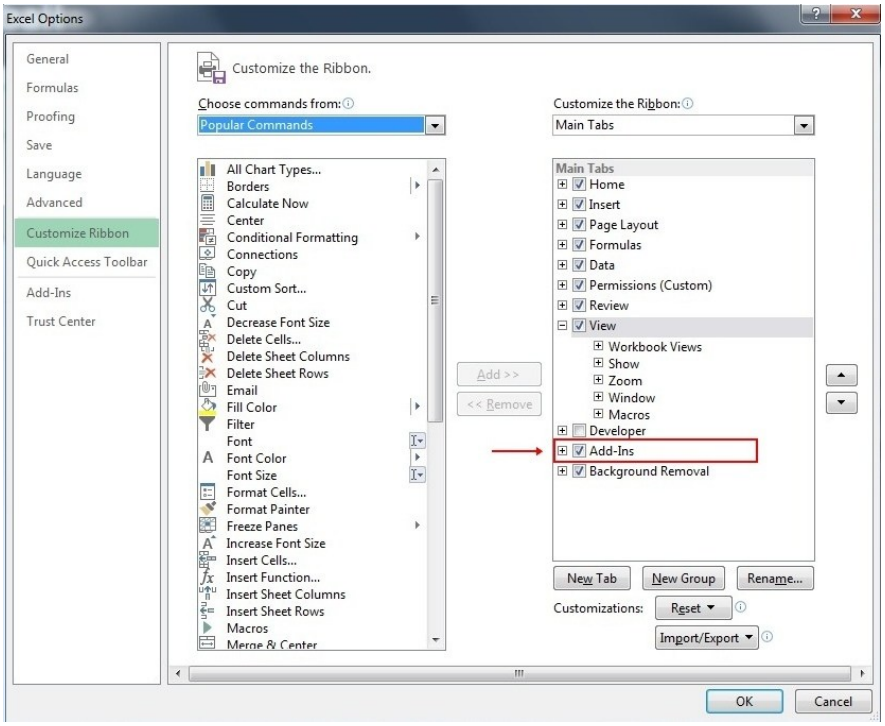


Figure 3-7 Excel Options Under Windows Ribbon Interface

NOTE:
On some versions of Excel, the **SBC** tab and ribbon do not get activated after initialization. If this occurs, simply hit the **SBC** tab.

3.2.4 Windows /Excel 2016 and Newer Notes

The ***SBC*** is compatible with Excel 2016 and newer on Windows. However, these versions do not co-exist with previous versions of Excel on the same machine.

NOTE:
Excel 2019 and newer run under Windows 10 and newer ONLY !!!

Microsoft has not changed the base revision for 2019 and newer. Thus, the **SBC Help / Info** button will still show as Excel version 16.

3.2.4.1 Excel 2024

The ***SBC*** has not been validated under Excel 2024 but all indications are that it should work.

3.2.5 macOS Support

Support for the ***SBC*** under macOS has been deprecated.

3.3 Deinstalling the SBC

WARNING:
The ***SBC*** does not require a password to use or an uninstaller to remove it from your system !!!
There are web sites that claim to offer keygen or uninstaller programs for the ***SBC***.
These are rogue programs that can install viruses and/or cause damage to your system if executed.

The ***SBC*** may be deinstalled by simply dragging the **SBC_Macros.xlm, SBC_Ribbon.xlam** to the trash. The ***SBC*** does not create any configuration, log files, or registry entries.

4 STARTING THE SBC

4.1 Starting From a Team Worksheet File

After doing the basic security configuration and installation of the files, plus reviewing the overall structure of the ***SBC***, it is beneficial to get a flavor of the ***SBC*** operation by using actual team data on a Team Worksheet. Ensure that the Excel application is not running. Then, double-click on the **SBC_Sample_Team.xls** file. This is the preferred method as it will launch Excel plus load the ***SBC*** Macros and ribbon at the same time.

The ***SBC*** macros will be automatically started. Watch the progress window or the Excel message bar at the bottom left of the Team Worksheet for progress information.

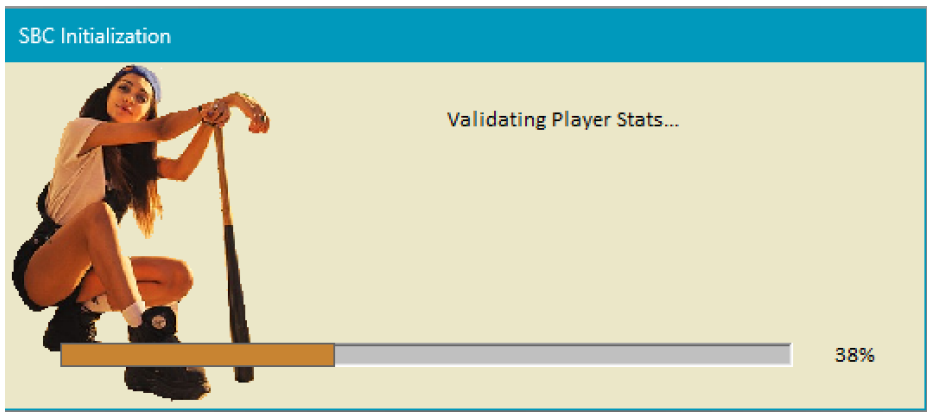


Figure 4-1 Progress Window Example

When a Team Worksheet is launched for the first time or with a new revision of the ***SBC***, a "Thanks for downloading" message will appear. If you find the ***SBC*** useful, please consider a donation at this time or later via the **SBC Help / Donate** button.

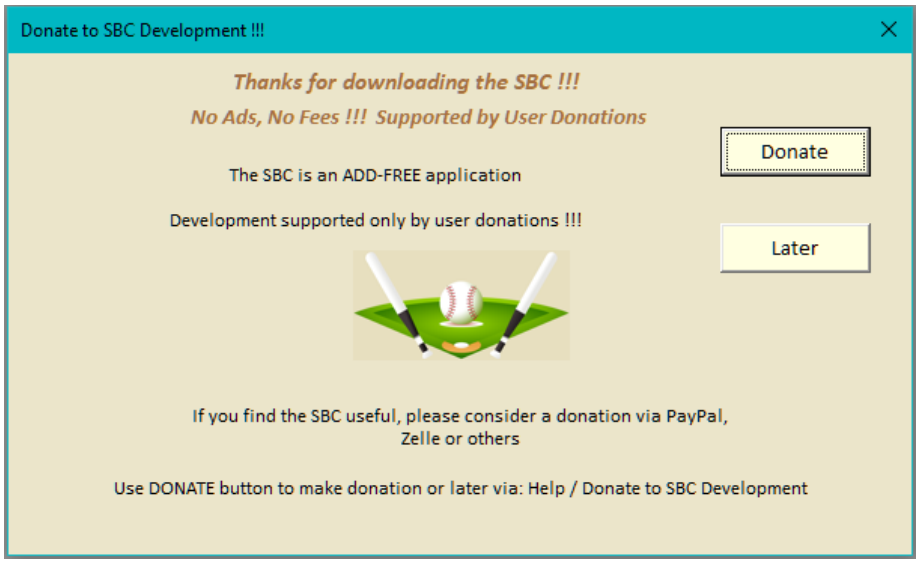


Figure 4-2 Thanks for Downloading

After the Team Worksheet is saved, this message will no longer appear on subsequent launches. Additional messages may also appear depending on the version of Excel.

After you see the **SBC READY** message in the message bar at the bottom of the window, you are now ready to begin!

4.1.1 Configuring New Team

If you are a first time ***SBC*** user, launch the ***SBC*** with a copy of the **SBC_Blank_Team.xls** Single-Season Mode Team Worksheet. This is faster than using an existing Team Worksheet that has entries.

When the initialization completes, run the **General / Configure / New Team** command. You will see an alert:

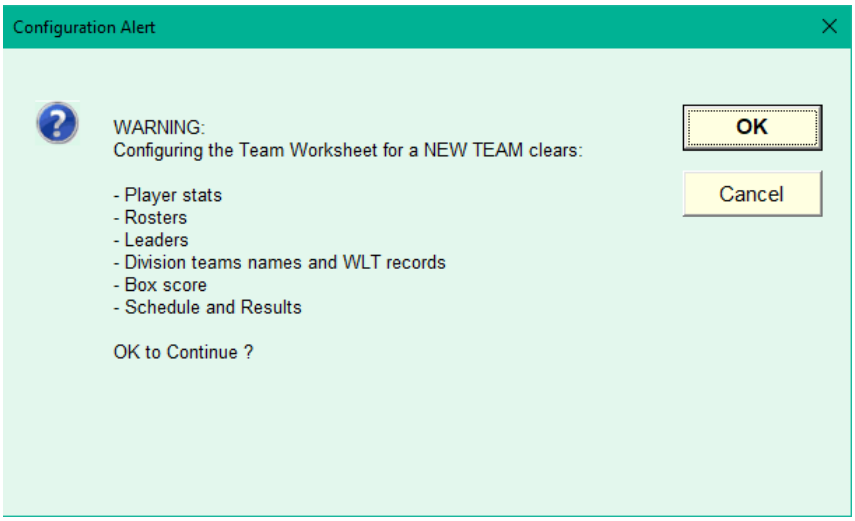


Figure 4-3 New Team Confirmation Alert

Hit **OK** to continue.

You will then be prompted for some basic configuration information:

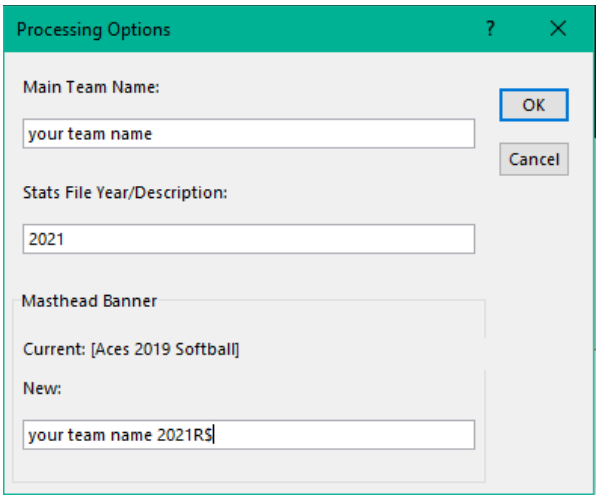


Figure 4-4 New Team Configuration Prompt

When this operation is completed, perform the following steps to organize a new Team Worksheet:

1. Set up your **GLOBAL CONFIGRATION SETTINGS**
2. Set up the print options by executing the **General / Print / Page Setup** command (**PRINTING REPORTS**)
3. Set up the player entries for your rosters (**PLAYER ROSTERS**).
4. If available, set up the game schedule. This process can automatically populate the Division Standings if desired.

Sample Roster, Schedule, and Standings files are including in the ***SBC*** distribution for importing. It is suggested to understand how to use import files as it is significantly faster to configure your Team Worksheet than entering the values manually.

4.2 Starting From the SBC Macros File

Alternatively, the ***SBC*** may be started by double-clicking the **SBC_Macros.xlm** file. A Prompt for a Team Worksheet will appear. Note that some versions of Excel may post an alert at this time indicating:

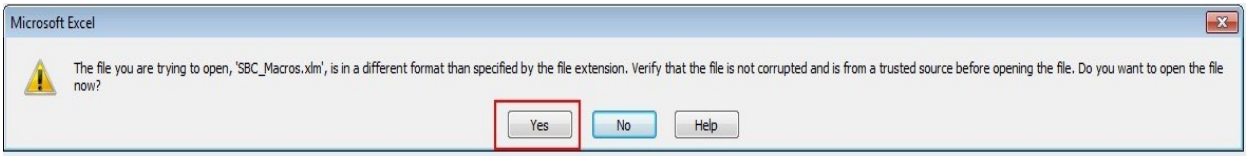


Figure 4-5 File Format Warning Example

This can be ignored by clicking the **Yes** button.

If you encounter security alerts, check the **File** / **Trust Center** configuration as described under Excel Configuration.

4.3 Status Bar Messages

The standard Excel **Status Bar** area at the bottom left of the active window is used for status and progress messages from ***SBC*** operations. When the ***SBC*** is ready to accept a command from the user, the status bar will display: **SBC READY** plus additional information. When a command is running, the **Status Bar** will indicate the operation(s) being performed.

If there are any notifications that need to be addressed, the **Status Bar** will indicate this:

Figure 4-6 Status Bar With Notifications Alert Example

In addition, the **SBC Help / Notices** button will display the notifications (if any) and can then be used to view the specifics.

For long operations (e.g.: Initialization, One Step Web Site, Calculation of Batting Leaders), the **Status Bar** will also indicate the percentage completion of the command.

4.3.1 Games Display – Single-Season Mode

Given the variety of ways that the ***SBC*** can be used, the number is the largest number of games as derived from:

1. **Main Team Name** total of Wins-Losses-Ties
2. Games with stats entries
3. Total number of schedule entries

Thus, if you are using the Game Schedule feature, the number will reflect the total number of games in the schedule. Otherwise, it will reflect the total number of completed games played including games just with stats entries.

4.3.2 Season Display – Multi-Season Mode

In Multi-Season Mode, the total games value is the largest number of games as derived from:

1. **Main Team Name** total of Wins-Losses-Ties
2. Maximum number of games played by any player.

4.4 Progress Window

When running the ***SBC*** under Windows Excel, the progress for startup and complex commands (One Step Web Site, Batting Leaders, etc.) will appear in a dynamic window on the screen. No user intervention is required. The window will be closed when the operations are completed.

4.5 Informational Messages

The sample and blank Team Worksheets are pre-configured with the **Informational Messages** option active. This results in additional messages to the user during command operation. Once the user is comfortable using the ***SBC***, this option can be disabled.

4.6 Quitting the SBC

The preferred way to quit the ***SBC*** is via the icon in the **SBC Ribbon UI**, or by the **ctl+alt+Q** keyboard shortcut.

The user will be prompted with a file save dialog box for the Team Worksheet. Then, the ***SBC*** and the Excel application will be terminated normally. The ***SBC*** closes the **SBC_Macros.xlm** file, and **SBC_Ribbon.xlam** file (if active) automatically at termination. In the unlikely event that a prompt occurs to save the **SBC_Macros.xlm** file, always hit the **Don't Save** button.

The window close control in the window title bar may be used as long as the user response is **Save** or **Don't Save**. Note that attempting to abort the quit process via the **Cancel** function in the Save dialog will result in extraneous requests to save the Team Worksheet. This is due to the inability of the ***SBC*** to detect the cancel action in this situation.

It is not recommended to exit via the **Excel/Quit** or **Excel/Exit** command as extraneous prompts to save the **SBC_Macros.xlm** macro file may appear. As is the case with the window close button, the **Cancel** function will be ignored. In addition, when executing this command on some Windows versions of Excel, a macro error may occur.

4.7 Operating Environment Detection

At startup, the ***SBC*** will automatically configure its environment based on the version of Excel. If this cannot be determined, the user will be prompted to select the version of Excel.

This prompt will occur any time the ***SBC*** cannot detect the operating environment. However, the ***SBC*** will attempt to preserve the previous selection as the default for subsequent launches under this situation.

Due to major differences/limitations in the underlying macro support, the ***SBC*** may not be usable under international versions of Excel, especially non-English language versions.

NOTE:
The ***SBC*** has not been internationalized. All interfaces and messages are in English.

Figure 4-7 Manual Selection of Excel Version

4.8 Document Compatibility Issues

4.8.1 Team Worksheet Compatibility

The ***SBC*** provides forward compatibility for Team Worksheets that were created using previous ***SBC*** versions. When a previous version Team Worksheet is first launched with the latest version of the ***SBC***, all applicable patches will be applied to bring it up to date. The message bar/progress window will show the progress of the patch processing. Once the Team Worksheet is saved, the patches are permanent. The Team Worksheets supplied with the ***SBC*** releases already incorporate these patches.

4.8.2 File Format Differences in Excel Versions 12 and Greater

Starting with Excel version 12 (Office 2007), Excel was modified to support the Office Open XML file standard. Files in this format have an **.xlsx** suffix.

IMPORTANT !!!
When saving an ***SBC*** Team Worksheet, make sure that you save it in the **.xls** format.
Otherwise, you will be unable to re-launch the ***SBC*** !!!

5 SBC RIBBON UI – BASIC COMMANDS SET

When running under Windows/Excel versions 2010 and newer, the commands are organized into the **SBC Ribbon UI**.

A traditional menus and toolbar interface (**SBC Legacy UI**) is still available. See **SBC LEGACY UI** for more details.

The **Basic Commands** set is sufficient for the majority of users for Single-Season Mode Team Worksheets. This keeps the user interfaces streamlined. The **SBC RIBBON UI - EXPANDED COMMANDS SET** enables added functionality. See Appendix A for expanded views of the **SBC Ribbon UI** with the sub-commands in each mode.

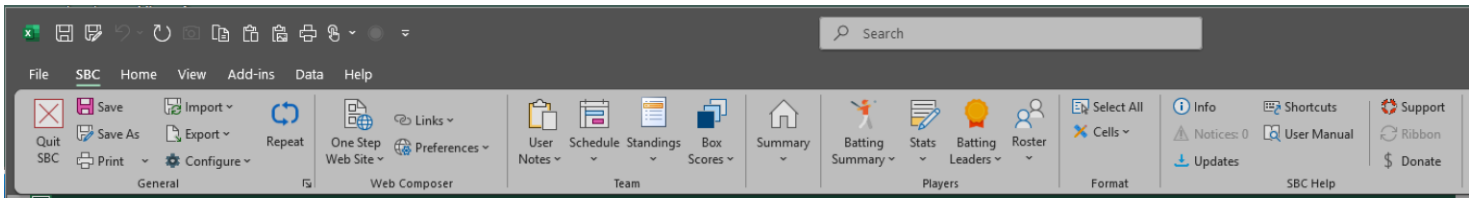
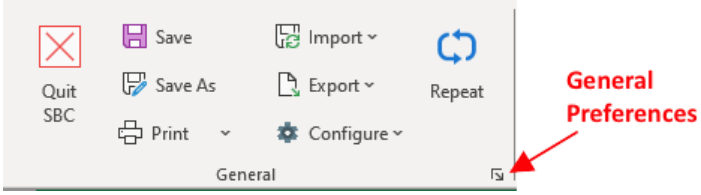


Figure 5-1 SBC Ribbon UI – Basic Commands

Commands that are not applicable for a given operating mode or situation will be dimmed or not visible.

Tooltips appear when the cursor is positioned over a given button or command. Keyboard equivalents for common commands are identified in the tooltips where applicable. The **SBC Help / Shortcuts** button will invoke a floating window with a list of keyboard equivalents for common commands. This window will remain visible until manually closed. See Table 5-1 for a summary of all keyboard shortcuts.

5.1 General Command Group



These commands incorporate basic file and printing operations plus global configuration functions.

5.1.1 Quit SBC (ctl+alt+Q)

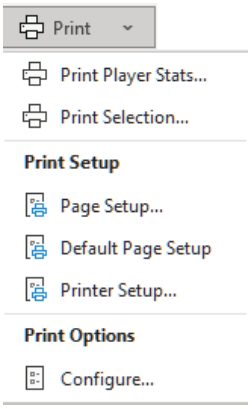
This command quits the ***SBC*** application and closes all open worksheets.

5.1.2 Save (ctl+S) / Save As

Same as normal Excel menu functions to save the Team Worksheet or a copy. These functions are also in the **QAT** toolbar above the Ribbon.

WARNING:
Make sure to save the Team Worksheet as an **.xls** format file, not an **.xlsx** file.
Otherwise, you will not be able to re-launch the SBC from this Team Worksheet.

5.1.3 Print Group Commands



The **Print** button (**ctl+P**) invokes a structured printing of the Team Worksheet. This function is also in the **QAT** toolbar above the Ribbon. See **PRINTING REPORTS** for more details on printing. The **Print Options / Configure** dialog will be invoked for last minute changes to content selection.

The dropdown menu contains additional print-specific functions:

5.1.3.1 Print Player Stats

Allows printing of detailed stats for an individual player or the Expansion Roster player group.

5.1.3.2 Print Selection (ctl+alt+P)

Allows a specific area of the Team Worksheet to be printed.

5.1.3.3 Page Setup

Same as normal Excel File / Page Setup.

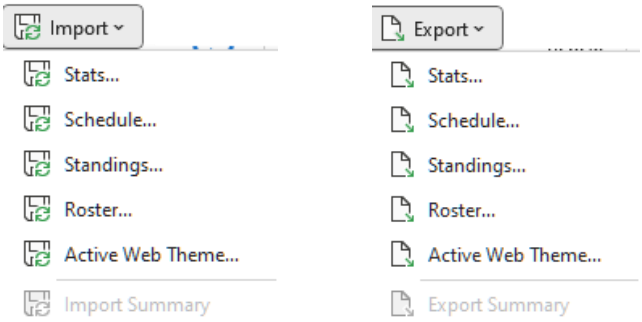
5.1.3.4 Default Page Setup

Same as **Page Setup**, except reverts to built-in default settings for the ***SBC***.

5.1.3.5 Printer Setup

Allows selection of the printer from within the ***SBC***.

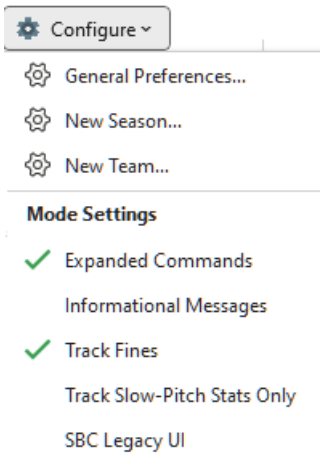
5.1.4 Import and Export Commands



These commands facilitate importing from and exporting to external files. See the relevant sections for more details. The **Summary** commands will recall the details of the last Import or Export operation.

The **Import / Stats...** , **Import / Active Web Theme...** , **Export / Active Web Theme...** commands are available in Expanded Commands mode.

5.1.5 Configure Commands Group



5.1.5.1 General Preferences

This invokes the legacy General Preferences dialog (GLOBAL CONFIGRATION SETTINGS). Most of these options are also available in their respective ribbon command groups. The icon in the lower right-hand corner of the **General** group will also invoke the **General Preferences** command.

5.1.5.2 New Season

Command configures a New Season. Similar to configuring **New Team,** but preserves existing rosters, team names.

5.1.5.3 New Team

Command to Configuring New Team.

5.1.5.4 Expanded Commands

Enables the SBC RIBBON UI - EXPANDED COMMANDS SET

5.1.5.5 Informational Messages

When checked, provides additional information and confirmation messages during command execution. Useful when getting started with the ***SBC***.

5.1.5.6 Track Fines

Enables the optional Track Fines category for players. See Stats Tracking Options

5.1.5.7 Track Slow-Pitch Stats Only

Reduces stats tracking to those that are applicable to Slow Pitch Softball. Uncheck this option for Fast Pitch / Modified Softball or Baseball. See Stats Tracking Options

5.1.5.8 SBC Legacy UI

Controls activation of the legacy ***SBC*** menus and toolbar interface under the **Add-ins** tab. By default, the **SBC Legacy UI** is disabled when the **SBC Ribbon UI** is active. When activated, the focus will switch to the **Add-ins** tab. To disable, switch back to the **SBC** tab and run the command again.

The **SBC Legacy UI** can be used as the sole interface or used simultaneously with the **SBC Ribbon UI.** When using just the **SBC Ribbon UI**, uncheck this option for better overall performance.

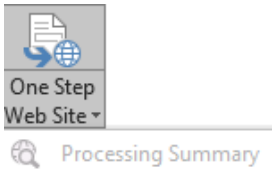
5.1.6 Repeat (ctl+alt+Y)

Where applicable, repeats execution of the previously executed ***SBC*** command. The title of the command will be shown in the tooltip when applicable or **Can't Repeat** if not feasible. This repeat function is unique to ***SBC*** commands.

The standard Excel **Repeat** (**ctl+Y** or **QAT** function) can be used in some limited instances as well for non-***SBC*** commands such as **Copy**, **Paste**, etc.

5.2 Web Composer Command Group

5.2.1 One Step Web Site (ctl+alt+W)

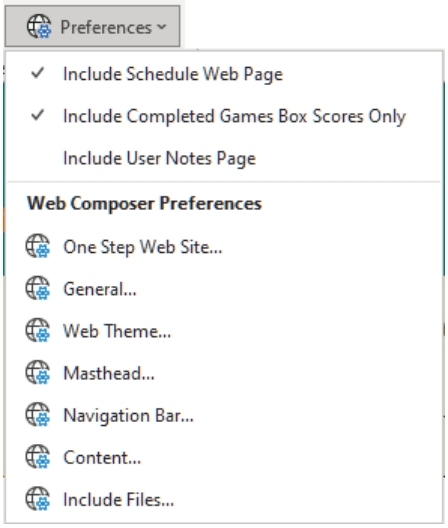


Generates a web site for both desktop and mobile browsers (**CREATING A BASIC WEB SITE**).

5.2.1.1 Processing Summary

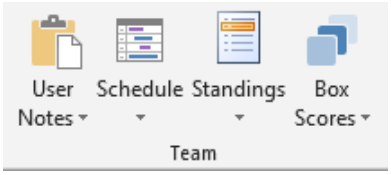
Displays statistics and primary navigation links for the most recently created web site.

5.2.2 Preferences



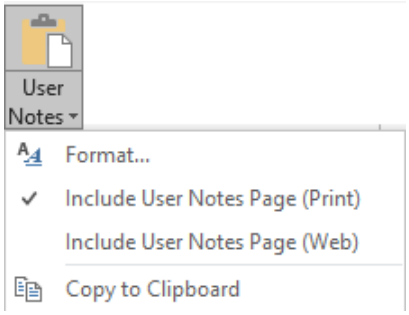
These options and preferences control the contents of the generated web site (**CREATING A BASIC WEB SITE**). In Basic Commands mode, only the **Include** options, **One Step Web Site** and **Web Theme** preferences are available. The remaining preferences are available in Expanded Commands Mode.

5.3 Team Command Group



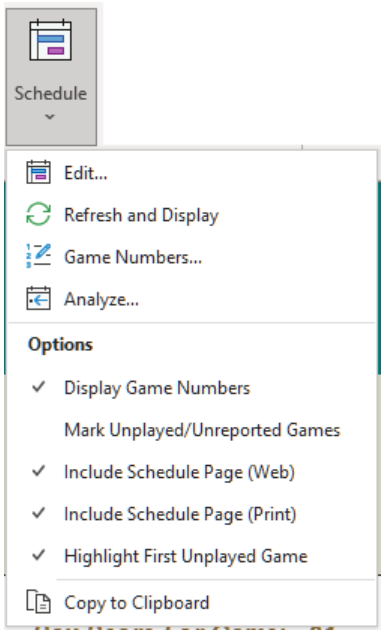
These commands facilitate operations associated with the team and division. The main buttons navigate to the area on the Team worksheet.

5.3.1 User Notes



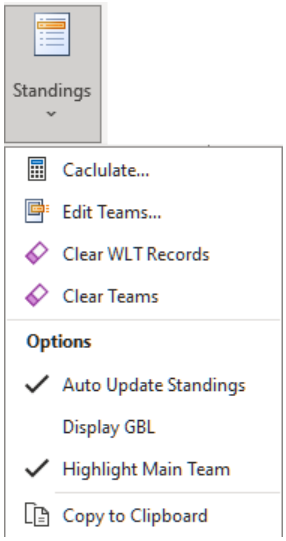
An optional area for additional team or league information. (**USER NOTES AREA**).

5.3.2 Team Schedule



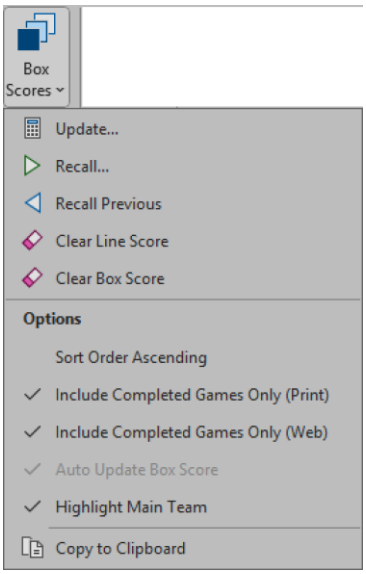
See **GAME SCHEDULE MANAGER** for details on creating and maintaining a team schedule.

5.3.3 Division Standings



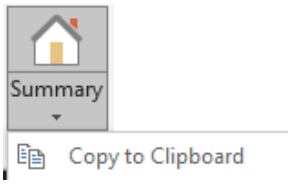
See **DIVISION STANDINGS** for details on creating and managing the division standings.

5.3.4 Box Scores



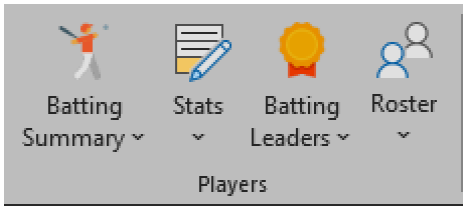
See **BOX SCORES** for details on creating and managing box scores.

5.4 Summary Command Group



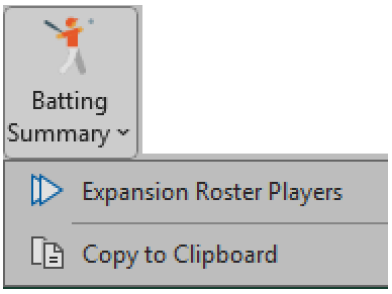
Navigates to the top-level Team Summary page.

5.5 Players Command Group



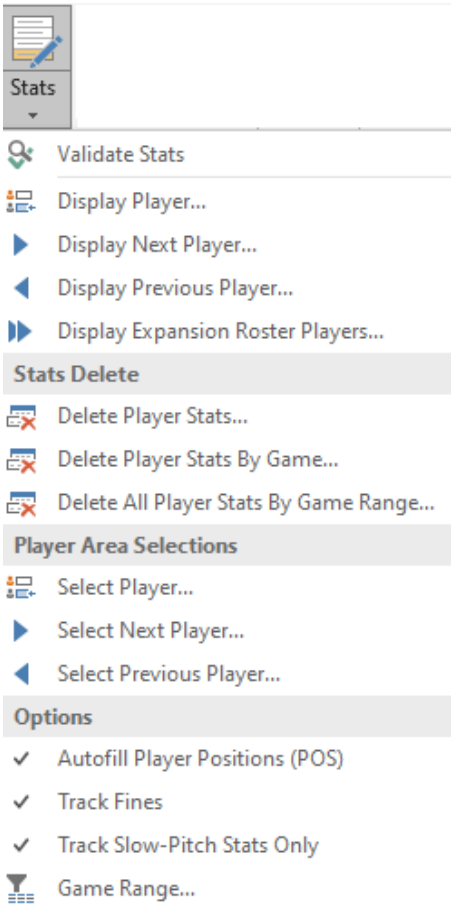
These commands facilitate operations on rosters and player statistics.

5.5.1 Batting Summary



Navigates to the Team Batting summary or Expansion Roster stats page.

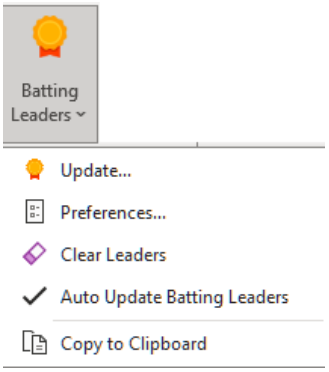
5.5.2 Stats



The **Stats** button invokes the **Stats Update** command for manual game stats entry or updating. The background will navigate to each detailed player stats area during the update session. Commands in the dropdown menu facilitate display and management of the individual **PLAYER BATTING STATISTICS**.

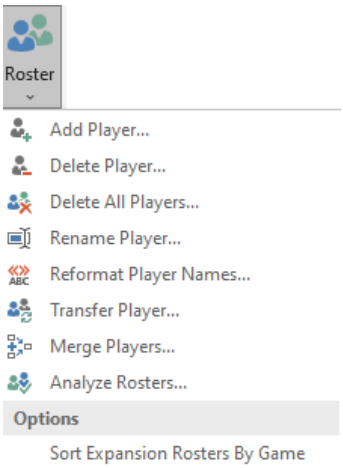
NOTE:
The **Game Range** command is no longer supported under the **SBC Ribbon UI**

5.5.3 Batting Leaders



Commands to display, configure and compute the **BATTING LEADERS.**

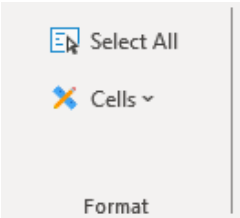
5.5.4 Roster



Commands to manage the Active and Expansion **PLAYER ROSTERS**.

5.6 Format Command Group

See **MODIFYING CELL FORMATS** for more details regarding text format modifications.



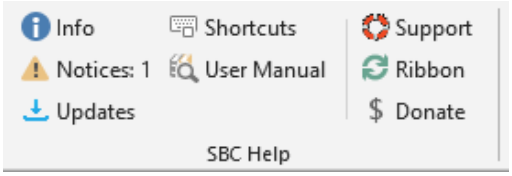
5.6.1 Select All (ctl+A)

This command will select all active areas of the Team Worksheet. The header/masthead areas are not included in the selection. This is useful for making global formatting changes.

5.6.2 Cells

These commands provide for basic formatting while preserving the Team Worksheet protection.

5.7 SBC Help Group



These commands provide assistance for the proper operation of the ***SBC***.

5.7.1 Info

Displays basic revision and configuration information.

Figure 5-2 Info / About SBC

In Single-Season Mode, **Completed Games** includes games that have been resolved according to Table 11-1. **Last Completed Game** is only shown in Single-Season Mode. In Multi-Season Mode, the **Schedule Entries** is replaced by **Seasons**.

5.7.1.1 Schedule Summary Variables

In Single-Season Mode, a display of the variable names that are computed will be displayed after the Info box. These variables can be reference by other Office applications. See Computed Schedule Summary Values for example usage.

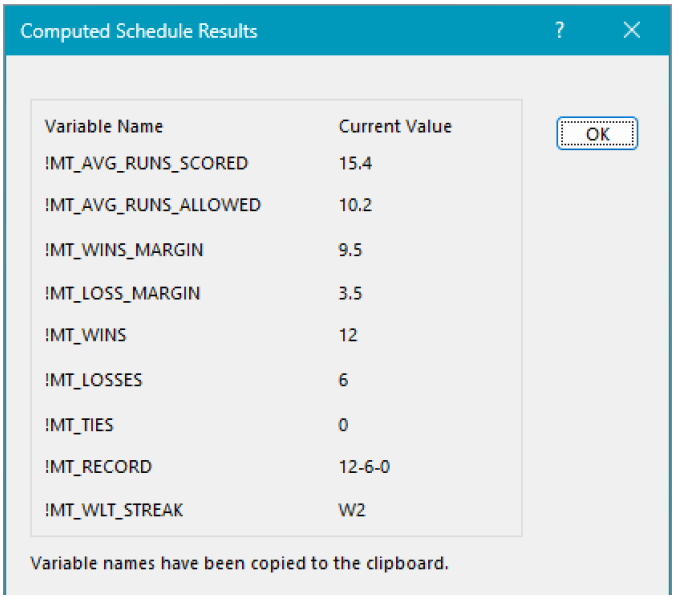


Figure 5-3 Computed Schedule Results Summary

5.7.2 Notices

Several operations of the ***SBC*** may require follow-up intervention after the command has been executed. If this occurs, the user will be alerted in the **Status Bar** message as well as the **Notices** icon with the number of pending notices. The **Notices** command can then be used to view the specific items that may need attention:

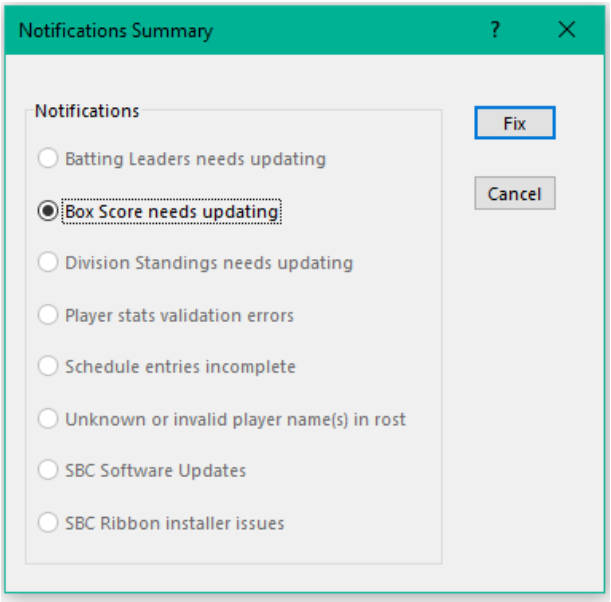


Figure 5-4 Pending Notifications Summary Example

Dimmed items do not require attention. Select the desired item and then hit **Fix** to run the appropriate supporting command.

Batting Leaders needs updating
Normally, the result of deferring this operation after running a command where the stats of one or more players might affect the **Batting Leaders**. Re-run **Batting Leaders / Update** command.

Box Score needs updating
Normally, the result of deferring this operation after running a command where stats of one or more players might affect the **Box Score**. Can also indicate errors as a result of **Box Score** calculations such as missing field(s), mismatch of line score runs vs **Box Score** runs totals. Correct as necessary and re-run **Box Scores / Update** command.

Division Standings needs updating
An attempt to enter more than the maximum number of teams into the Standings. This could be the result of an incorrect schedule import. Correct as required and re-import the schedule.

Also, can be the result of the **Main Team Name** not selected. Correct and re-run **Standings / Calculate** update.

Player stats validation errors
This can result from corruption of the player stats. Run the **Stats / Validate Stats** command for details. The stats importers will evaluate the import stats file and indicate any format or stats validation errors. These should be corrected at the source that generated the import file. Then, rerun the import operation.

Schedule entries incomplete
This is common at the beginning of the season when an incomplete schedule has been entered. Examples would be where the date was entered for a game, but time/field/opponent fields specifics were not available. Correct as necessary. See **Editing Game Schedule Entries**.

Unknown or duplicate players in roster
During stats or roster importing, player names that do not already exist in the rosters or exist in both rosters will be flagged. Ideally, the issues should be corrected at the source that generated the import file. Then, re-run the import operation.

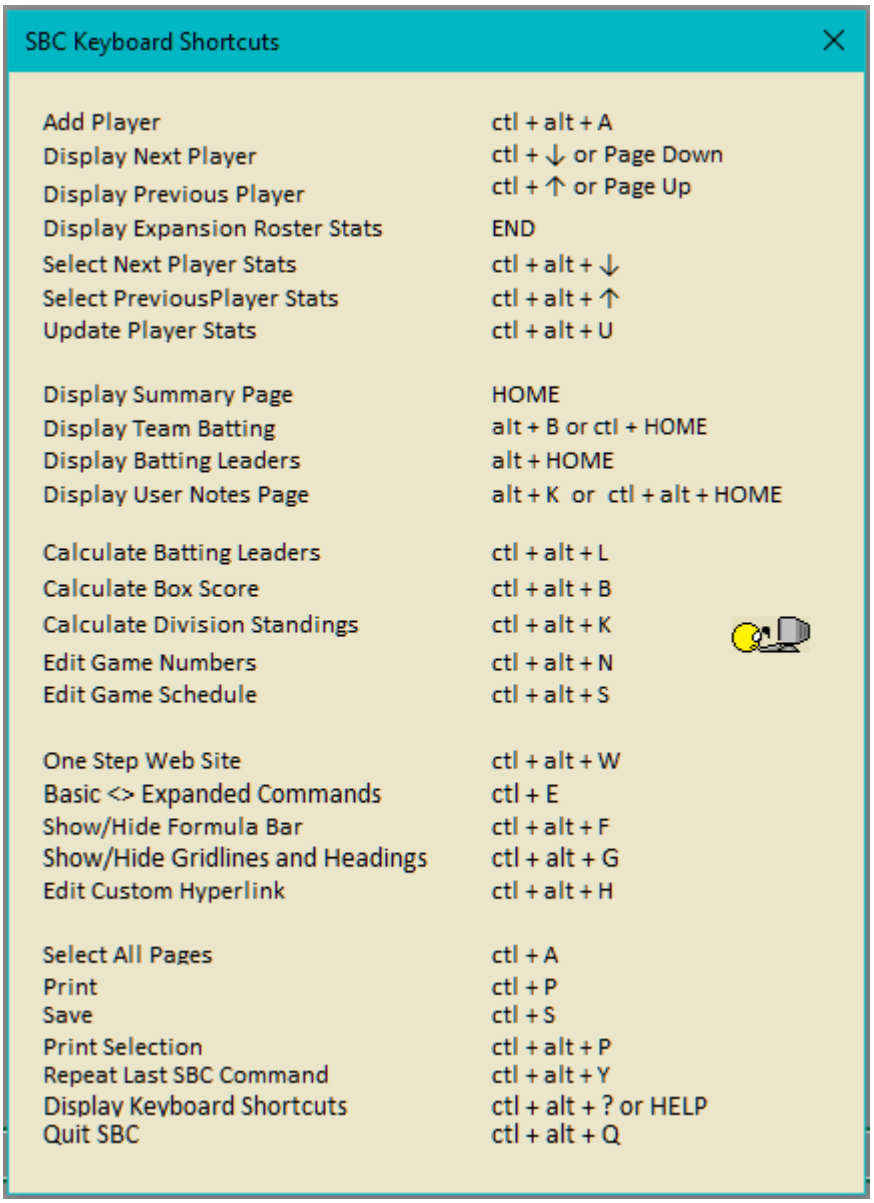
SBC Software Updates
Indicates that there is a newer version of the ***SBC*** available or that the revision test could not be performed.

SBC Ribbon installer issues
This will occur on Windows/Excel versions 2010 or newer if the ***SBC*** could not install the **SBC_Ribbon.xlam** file at startup or if the revision is incorrect for the ***SBC*** version that is running. This is not a fatal error as the **Legacy SBC UI** can still be used under the **Add-ins** tab. To use the **SBC Ribbon UI**, hit **Fix** and follow the corrective action.

5.7.3 Updates

This command checks for newer releases of the ***SBC***. The results will be reported to the user with an option to access the newer version from the ***SBC*** web site. This check is performed automatically at ***SBC*** startup. Requires an active internet connection.

5.7.4 Shortcuts



SBC Keyboard Shortcuts

Add Player	ctl + alt + A
Display Next Player	ctl + ↓ or Page Down
Display Previous Player	ctl + ↑ or Page Up
Display Expansion Roster Stats	END
Select Next Player Stats	ctl + alt + ↓
Select PreviousPlayer Stats	ctl + alt + ↑
Update Player Stats	ctl + alt + U
Display Summary Page	HOME
Display Team Batting	alt + B or ctl + HOME
Display Batting Leaders	alt + HOME
Display User Notes Page	alt + K or ctl + alt + HOME
Calculate Batting Leaders	ctl + alt + L
Calculate Box Score	ctl + alt + B
Calculate Division Standings	ctl + alt + K
Edit Game Numbers	ctl + alt + N
Edit Game Schedule	ctl + alt + S
One Step Web Site	ctl + alt + W
Basic <> Expanded Commands	ctl + E
Show/Hide Formula Bar	ctl + alt + F
Show/Hide Gridlines and Headings	ctl + alt + G
Edit Custom Hyperlink	ctl + alt + H
Select All Pages	ctl + A
Print	ctl + P
Save	ctl + S
Print Selection	ctl + alt + P
Repeat Last SBC Command	ctl + alt + Y
Display Keyboard Shortcuts	ctl + alt + ? or HELP
Quit SBC	ctl + alt + Q

Table 5-1 SBC Keyboard Shortcuts

This command as well as the **HELP** key (or **ctl+alt+?**) will display the keyboard shortcuts for selected ***SBC*** commands. The mappings have been chosen to avoid conflicts with common Excel shortcuts. Note that some shortcuts may not be functional on some versions of Excel due to inability to override built-in Excel shortcuts.

This is a floating non-modal display that persists until the **X** icon is pressed.

5.7.5 User Manual

Opens the on-line ***SBC*** User Manual as a web page in the system default web browser. Requires active internet connection.

5.7.6 Support

Opens a web page in the system default web browser with ***SBC*** support notes and developer contact information. Revision history is also available at this web page. Requires active internet connection.

5.7.7 Ribbon

Re-syncs the **SBC Ribbon UI** with the **SBC Legacy UI** under specific conditions. Will be dimmed if the **SBC Legacy UI** is not active.

5.7.8 Donate

Opens a web page in the systems' default web browser with instructions to make a donation (always appreciated ☺) for on-going ***SBC*** support and future development. Requires active internet connection.

6 DIVISION STANDINGS

6.1 Division Standings Structure

This section describes the operations to configure and maintain the team and division standings. The user may choose to bypass tracking of division standings.

A minimum entry of your teams' name is required as it is used in other functions. This will be referred to as the **Main Team Name.** The user will be prompted to enter a value when the Team Worksheet is configured. It can be modified as desired via the **General / Configure / General Preferences** command.

The user interface is streamlined to minimize the number of operations required. A maximum of 35 teams can be entered to accommodate for inter-divisional play and tournaments.

The Division Standings can be updated manually or imported from a file. Alternatively, they can be computed automatically from the schedule results (**Auto Update Standings**) if the user is just tracking **W-L-T** records against the **Main Team Name**.

A snapshot of the division standings area is shown:

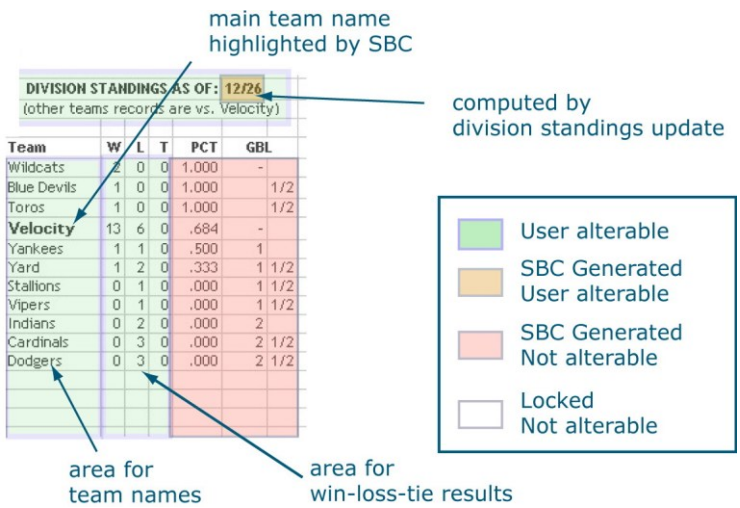
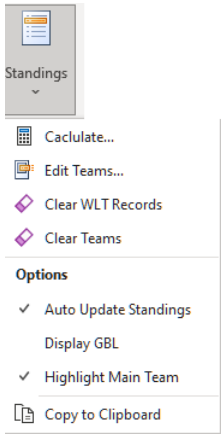


Figure 6-1 Division Standings Display / Data Entry Area

The gridlines have been activated and areas of interest have been highlighted.



6.1.1 Games Behind Leader (GBL)

GBL values are calculated relative to the first-place team (team with the highest winning percentage **PCT**).

The formula for **GBL** calculations is:

GBL = +1/2 point for a win + 1/4 point for a tie -1/2 point for a loss

If the **Auto Update Standings** option is active. the **GBL** display will be disabled as it is not relevant. The user has the option of controlling the **GBL** display manually via **Display GBL**.

6.2 Changing The Division Name

1. Navigate to the division standings area of the worksheet via the **Standings** button.
2. Move the cursor to the title cell area over the division standings and enter the appropriate title for your league/division. Note that the cell immediately following is automatically updated with the standings date when the division standings are calculated.

The banner above the division standings area ("**Division Standings as of**:") is automatically generated when the standings are updated. It can be modified as desired. The ***SBC*** will check to see if this label is blank at startup. If this is the case, the default banner for the area will be regenerated.

For example, you may want a title such as: "**Over the Hill Division Standings as of**:" during the season. At the end of the season, you may wish to change the title to something like: "**Final Over the Hill Division Standings**". The date cell may be altered or blanked out as desired.

6.3 Entry of Team Names

Three methods exist for entry of the team names:

6.3.1 Automatic Entry From Schedule

The **Import / Schedule** command provides an option to extract the team names from the schedule file and add them to the Division Standings. See **Importing a Game Schedule** for more details.

6.3.2 Automatic Entry From File

The **Import Standings** command provides the ability to import the team names and **W-L-T** records from a structured file or another ***SBC*** Team Worksheet. See **Importing Team Names and Standings** for more details.

6.3.3 Manual Entry

The **Edit Teams** command can be used to add/modify/rename/delete teams in the standings.

6.4 Division Team Names Management

The **Edit Teams** command provides for maintenance of the teams in the standings.

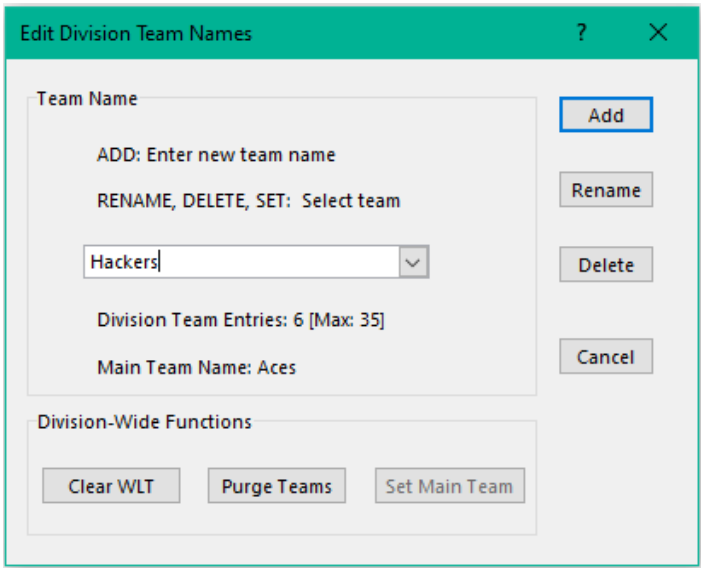


Figure 6-2 Edit / Division Team Names Dialog

NOTE:
The **Main Team Name** cannot be changed unless there is at least one team entry in the standings.
To prevent schedule corruption in Single-Season Mode, the **Main Team Name** cannot be modified if there are entries in the schedule.

6.4.1 Adding Teams

Enter a team name in the edit box and hit the **Add** button. The entry will be tested to ensure that the team name does not already exist in the standings. A team name can be a text, alphanumeric or purely numeric value. Teams can be added in any order.

Additional teams can be added up to the maximum number defined in **Specifications**. The dialog shows the current count and maximum.

6.4.2 Renaming a Team

Select a team from the dropdown list and hit **Rename**. A secondary dialog box will appear. Edit the team name as desired. The entry will be tested to ensure that it is not blank and it does not already exist in the standings.

6.4.3 Deleting a Team

Select a team from the dropdown list and hit **Delete**. The team will be removed from the standings. The **Main Team Name** cannot be deleted if there are entries in the schedule.

6.4.4 Clearing All W/L/T Records

The **Clear W/L/T Records** command will clear all the records for all teams in the standings. This is useful at the beginning of the season or playoffs when the teams in the division remain unchanged.

6.4.5 Clearing All Teams

The **Clear Teams** command will remove all teams and **W/L/T** except for the **Main Team Name** from the standings. This is useful when starting a new season.

6.4.6 Selecting the Main Team Name

The **Main Team Name** identifies the name of your team. It is utilized extensively so it is important to set this parameter, ideally at initial configuration of the Team Worksheet. Commands that require the **Main Team Name** parameter will be dimmed (disabled) if this parameter is not defined. Use the **Edit Teams** command, select the desired team, and hit the **Set Main Team** function.

Alternatively,

1. Go to the **General / Configure / General Preferences** command.
2. Select your team from the **Team Name** dropdown list of team names.

6.5 Updating Division Standings

6.5.1 Division Standings Calculations

Standings are calculated and then sorted using the following rules for tiebreakers (as required):

1. Highest winning percentage
2. Most Wins
3. Most Ties
4. Fewest Losses
5. Team Name

Winning **PCT** percentage is calculated as:

$$\mathbf{PCT = (Wins + (Ties/2)) / (Wins + Losses + Ties)}$$

If the **Display GBL** is enabled, the **GBL** values will be updated whenever the division standings are recalculated.

6.5.2 Manual Updating of Division Standings

If the **Auto-Update Standings** mode is inactive, the standings can be manually updated by performing the following:

1. Navigate to the standings area by via the **Standings** button.
2. Update the wins, losses, and ties as required for each team. Entries must be positive, numeric values >=0.
3. Run the **Calculate** command. **W-L-T** entries will be validated and errors reported.
4. You will be prompted for the standings date (default is today's date) and other options.

The displayed date may be changed manually or, as might be the case at the end of the season, blanked out.

The **Calculate** command can be run at any time based on the current **W-L-T** records in the standings.

If the **Display GBL** is enabled, the **GBL** values will be updated whenever the division standings are recalculated.

6.5.3 Automatic Updating of Division Standings

In Single-Season Mode, the user can choose to automatically recompute the standings from the scores that have been entered into the Game Schedule by enabling the **Auto Update Standings** option. This mode is useful when just tracking the head-to-head match-ups of the other teams in the division to your team. The **W-L-T** area is locked to prevent inadvertent corruption.

W-L-T records are extracted from the schedule results only for teams that appear in the standings. A division standings update is automatically invoked whenever the schedule contents changes.

A team that appears in the schedule but not in the standings will not be included. This allows for non-divisional game results to be tracked in the schedule but not factored into the standings. The user will be alerted to this situation when this mode is activated and after a schedule update has been completed.

A team that appears in the standings but not in schedule will need to have their **W-L-T** records updated manually. To perform this operation, temporarily disable the **Auto Update Standings** option to unlock the **W-L-T** area. Re-enable it after updating.

The **GBL** display is disabled as it is not relevant in this mode.

6.5.4 Highlight Main Team Name

If this option is checked and a **Main Team Name** has been selected, it will be shown in **bold text** in the standings. This option is also available via **Configure / General Preferences**.

6.6 Importing Team Names and Standings

The **Import Standings** command provides the ability to import the team names and W-L-T records from external files.

If the **Auto-Update Standings** mode is active, the user will be alerted that in order to proceed, this mode will be deactivated.

This is useful to initially populate the team names in the division. It also provides a mechanism when the division standings are maintained by another source (eg: official league standings).

Division team names and standings can be imported from a formatted standings file, other ***SBC*** Team Worksheets as well as from a Sleek Stats file. The importer will detect the format.

A **Main Team Name** must be selected prior to importing. That team must be included in the import file as well.

6.6.1 General Importing File Structures

The import file can be in Excel **.xls** or **.xlsx** format, or comma-separated variables **.csv** format.

Line 1 must contain identifying labels as shown for proper identification as a Standings import file. Except for the **Team** label, the standings labels only need to include the first identifying letter. Thus, **W**, **Won**, **Wins, L, Lost, Losses, T, Ties**, **Tied**, etc. are all acceptable. Entries can be in any order.

Column **A** entries contain team names. If blank, the line will be ignored.

	A	B	C	D
1	Team	W	L	T
2	Bombers	0	0	0
3	Misfits	0	0	0
4	Steamrollers	0	0	0
5	Nomads	0	0	0
6	Aces	0	0	0
7	Hackers	0	0	0
8				
9	*more entries as req'd*			

Figure 6-3 Import Standings File Format

NOTE:
If the team name has commas, make sure to enclose the name in quotes (“) when creating a file in **.csv** format.

W-L-T entries are optional and, if specified, must be positive integer values >= 0. They can be left blank if you are just importing team names. They will be mapped to 0’s in that case.

When importing from an ***SBC*** Team Worksheet, the current teams and **W-L-T** records from the file will be imported.

In either case, the current Division Standings teams and **W-L-T** records will be overwritten with those from the import file. **PCT** and **GBL** values will be re-computed during the import process.

6.6.2 Import Procedure

The **Import Standings** command will invoke a file selection dialog box.

WARNING:
Do not select the active team worksheet as a source file or unexpected results can occur !!1

The import file contents will first be cleaned of non-printing characters and excess spaces. Then the content is validated for the following:

1. Correct labels in Line 1 (Generic formatted files only)
2. Current **Main Team Name** is one of the teams in the import file
3. No duplicate team names
4. Number of entries does not exceed the maximum size of the Division Standings
5. If present, all **W-L-T** entries are positive integer values >= 0. Blanks are mapped to 0’s

After validation, the current Division Standings will be overwritten with the entries from the import file and a normal Division Standings update will occur.

6.6.3 Importing Standings From Sleek Stats App

Export a **league-teamstandings.csv** file from the Sleek Stats app and then import it into ***SBC***.

NOTE:
Sleek Stats app is no longer available in the Google Play store.

6.7 Export Standings

The **Export Standings** command will export the current Division Standings to a **.csv** formatted file. The format is the same as shown in Figure 6-3. Team names, **W-L-T** plus **PCT** values will be included. If the **Display GBL** option is active, then the **GBL** value will be included.

7 GAME SCHEDULE MANAGER

NOTE:
This capability is not available in Multi-Season Mode

as individual game statistics are combined into composite season statistics.

The ***SBC*** maintains identifying information for individual games on the **Game Schedule** page. The schedules can be entered manually or imported from an external file. Entries can be modified manually after importing as well.

The **Schedule** button can be used to view the current schedule. The schedule display can be sorted **by Date/Time** or by assigned **Game** number based on the **Display Game Numbers** setting. The display of the schedule page is refreshed automatically whenever there are changes.

Date	Time	Field	Opponent	Score	Status
May 05	6:30pm	Rotary	at Hackers	L 16-15	6 inns.
May 12	9:30pm	Marvin	at Blue Knights	W 29-9	5 inns.
May 19	9:30pm	Rotary	Steamrollers	L 9-8	Suspended
May 26	9:30pm	Marvin	at Nomads	W 13-11	
Jun 02	6:30pm	Marvin	Blue Knights	W 11-2	
Jun 02	8:00pm	Marvin	Steamrollers	W 16-10	
Jun 09	9:30pm	Marvin	Hackers	W 22-8	
Jun 16	6:30pm	Rotary	Hackers	W 23-17	
Jun 23	6:30pm	Marvin	at Nomads	W 11-9	
Jun 30	9:30pm	Marvin	at Hackers	W 22-14	
Jul 07	6:30pm	Marvin	Steamrollers	W 16-8	
Jul 07	8:00pm	Marvin	Nomads	W 16-5	
Jul 14	6:30pm	Marvin	at Hackers	W 18-12	6 inns.
Jul 21	9:30pm	Marvin	at Nomads	-	Canceled
Jul 28	9:30pm	Marvin	at Blue Knights	W 24-0	4 inns
Aug 04	6:30pm	Marvin	at Blue Knights	W 22-1	
Aug 11	6:30pm	Marvin	Hackers	W 10-9	6 inns.
Aug 11	8:00pm	Marvin	Blue Knights	W 19-1	4 inns.
Aug 18	9:30pm	Marvin	Steamrollers	W 15-6	
Aug 25	6:30pm	Marvin	at Steamrollers	W 9-6	
Sep 01	8:00pm	Marvin	at Nomads	W 37-6	6 inns.
Sep 08	9:30pm	Marvin	at Steamrollers	W 18-5	6 inns
Sep 15	6:30pm	Marvin	Hackers	W 25-7	6 inns.
Sep 15	8:00pm	Marvin	Nomads	W 26-2	6 inns.

Record: 21-2-0 Streak: W20
Avg R Scored: 18.5 Avg W Margin: 12.1
Avg R Allowed: 7.5 Avg L Margin: 1.0

Figure 7-1 Schedule Page

There are five lines above the column headers that can be used for user-defined information.

7.1 Game Schedule Attributes

For each game, the following attributes are maintained:

1. Game Number
2. Home Team Name
3. Visiting Team Name
4. Date
5. Time
6. Field
7. Line score results (maintained by the **BOX SCORES** Manager)
8. Status (optional)

7.1.1 Game Number

Game Numbers are always positive integer values greater than 0.

7.1.2 Status Field

The use of the **Status** field is optional. Some common entries are shown in Table 7-1.

7.1.3 Games With Stats Entries Only

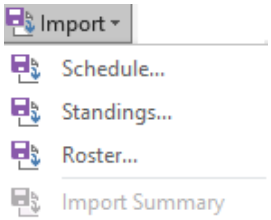
Games with player stats but without schedule attributes (eg: Date, Time) or a line score will appear with the identifying **Game** number. The **Status** field will be marked with **Stats Only** to indicate this condition.

7.2 Schedule Entry Methods

The schedule can be imported from a formatted schedule file via the **Import / Schedule** command. Alternatively, the schedule can be populated manually via the **Schedule / Edit** command. Given the large amount of data in a schedule, importing is the preferred method to enter a full schedule as it significantly faster and less error prone than manual entry.

The teams in the Division Standings can be automatically populated during this process as well if the **Add New Teams to Division** option is enabled during importing.

7.3 Importing a Game Schedule



A game schedule may be imported into a Team Worksheet via the **Import / Schedule** command. This command will be dimmed if a **Main Team Name** has not been selected. The importer will automatically detect the file format.

NOTE:
When coding the files in the **.csv** format, ensure that entries that contain commas are quoted:
"Marvin Field, Burlington"

7.3.1 Import File Format – General

The **General** format is a flexible format that automatically detects the locations of the field identifiers. The header line does not need to be in the first line of the file. Schedules can be created by a user with a text editor, Excel or via an export file from a third-party scheduling program. Either comma-separated variables (**.csv**) or Excel spreadsheet files can be imported. A truncated schedule is shown for simplicity.

	A	B	C	D	E	F
1	Date	Time	Visiting Team	Home Team	Location	Status
2	4/9/16	12:30pm			Marvin	Canceled
3	4/16/16	12:30pm			Marvin	Canceled
4	4/21/16	7:55pm	Misfits	Aces	Marvin	
5	4/28/16	9:20pm	Hackers	Aces	Marvin	
6	5/5/16	6:30pm	Bombers	Aces	Rotary	
7	5/12/16	9:20pm	Aces	Nomads	Marvin	
8	5/19/16	6:30pm	Aces	Steamrollers	Rotary	

Figure 7-2 Schedule Import File Format – General

7.3.1.1 Field Identifiers and Entry Rules

A header line describes the ten possible cell locations of the field identifiers. Subsequent lines describe the entries for individual games. Only the minimum characters of the field identifiers (shown as **underlined**) are required. Field identifiers are case-independent. Field identifiers have been defined to accommodate the popular schedule formats from known 3rd party apps.

7.3.1.1.1 Required Fields

The minimum required field identifiers are as follows:

Date
Time
Field or **Location** or **Venue**

Date and **Time** entries can be in any valid Excel format. Date values should be explicit including the year in **yyyy** notation.

Two team matchup definition methods are available.

7.3.1.1.2 Team Matchup Fields – Visitor/Home

Visitor (**Visitors, Visiting Team,** etc.)
Home (**Home Team ,** etc.)

Entry Rules:
One team must be the **Main Team Name** for a valid matchup to be entered into the Schedule. If neither team is the **Main Team Name**, the schedule entry will be bypassed. This allows the importing from a master league schedule as a source file as the importer will ignore games that are do not match the **Main Team Name**.

If the matchups are not yet determined, leave the **Visitor** and **Home** entries blank.

7.3.1.1.3 Team Matchup Fields – Opponent Only

Alternatively, just the **Opponent** can be specified. The **Main Team Name** is implied.

Opponent

Entry Rules:
This entry can be another division or non-division team. If this is an away game, annotate the game with a leading **at** or **@** prefix. The. **Opponent** team name cannot be the same as the **Main Team Name**.

If the matchups are not determined, leave the **Opponent** entry blank.

7.3.1.1.4 Optional Game Number Field

Game (**Game #**, **Game ID,** etc.)
An optional **Game** number field can be specified. If omitted, a sequential **Game** number starting at **1** will be assigned to each entry during the import process.

NOTE:
Importing a schedule without game numbers is intended to be used at the beginning of the season when the Team Worksheet is devoid of game stats or line score entries. Otherwise, unexpected results can occur.

Entry Rules:
Positive integer values. Games can be in any order when the Game Number Field is specified.

7.3.1.1.5 Optional Status/Notes Field

An optional **Status** or **Notes** field can be specified.

Entry Rules:

Any text value or blank. A number of predefined values are shown in Table 7-1.

7.3.1.1.6 Other Fields

Any other field labels that do not meet these criteria are ignored. This allows master league schedules to be imported without editing

7.3.1.2 Title Line Entries

If the **Process Titles** is checked, optional entries that place text values in the header area of the game schedule.

Title1 – The block title of the schedule (eg: "2024 Schedule and Results")
Title2 – Text value placed on the line after the block title.

Entry Rules:
Any text string or blank in the cell following the **Title** label. A blank value will leave the existing value in the schedule unchanged. Title line entries can be placed on any line in any order **AFTER** the **Field Identifiers** line.

7.3.1.3 Comment Lines Entries

An entry with a pound sign (#) as the first character is treated as a comment line and is ignored.

7.3.1.4 End of Entries

A blank line entry terminates the import process.

7.3.2 Import File Format – Google Comma-Separated Variables

This file can be generated from:

- Google calendars
- **General / Export / Schedule** command
- Manually via a text editor or spreadsheet

Like the **General** file format, this format is easier to generate and edit than the vCalendar format. The file can be either a comma-separated **(.csv)** or Excel spreadsheet format file.

The fields follow the formats described in the Export File Format – Google Comma-Separated Variables . All field labels must be specified.

Processing follows the same overall rules as the Import File Format – General with the following special field processing rules:

Subject – Game number plus team matchup. If a game number is not specified, a sequential game number will be assigned starting with 1 for the first game entry. If the matchup is not known, leave it blank.

Game *nn*: *team1* vs|at *team2*

One team must be the **Main Team Name**.

NOTE:
Importing a schedule without game numbers is intended to be used at the beginning of the season when the Team Worksheet is devoid of game stats or line score entries. Otherwise, unexpected results can occur.

End Date, **End Time**, **All Day Event**, **Private** – Ignored

Description – To enter a Status field value, enter it in the form of:

status text
or
Status: *status text*

The label: **Status:** is optional and will be ignored. The **Score** value, if entered, will be ignored. These allow Google-formatted schedule files that were generated by the **General / Export / Schedule** command to be re-imported. The score will be automatically calculated when the schedule file is refreshed.

7.3.3 Import File Format – SBC

The **SBC** format is a fixed format that allows additional schedule attributes to be included.

> **NOTE**:
> This is a legacy format that is still supported. As of ***SBC*** Version 5.50, **Title Line Entries** are supported in the **Schedule File Format – General** and **Google Comma-Separated File** formats.

The first line of the file identifies the file as an ***SBC*** formatted schedule file with the identifier: **SBC Schedule** in cell **A1**. The **Title1** and **Title2** lines contain optional identifying information in cells **B2** and **B3** respectively for the schedule and will be placed on the first two lines of the Schedule page. If the **B2** or **B3** cell is blank, then the corresponding line on the Schedule page will be unchanged.

A header line (**A4-F4**) describes the cell locations of the attributes of each game. Subsequent lines describe individual game entries. The games can be in any order. A blank line entry (Example: Row 8) terminates the import process.

	A	B	C	D	E	F
1	**SBC Schedule**					
2	**Title1**	Burlington Adult League				
3	**Title2**	Call Rec Dept after 4:30PM for Status				
4	**Game**	**Date**	**Time**	**Field**	**Opponent**	**Status**
5	1	5/29/14	6:30PM	Marvin	Hackers	
6	2	6/12/14	9:20PM	Marvin	at Misfits	
7	3	6/19/14	7:55PM	Marvin	Steamrollers	
8						
9						

Figure 7-3 Schedule Import File Format With Opponents - SBC

The rules for the game attributes are as follows:

Game	Positive integer value identifying the game by number.
Date, Time, Field	Attributes that identify the game. These can be any value or blank.
Status	Optional information about the game. This can be any value or blank.
Opponent	This can be another division or non-division team. If the **Opponent** team is not known, leave the field blank. If this is an away game, annotate the game with a leading 'at ' or "@" prefix before the **Opponent** team name. The **Opponent** team name cannot be the same as the **Main Team Name**.

	A	B	C	D	E	F	G
1	**SBC Schedule**						
2	**Title1**	Burlington Adult League					
3	**Title2**	Call Rec Dept after 4:30PM for Status					
4	**Game**	**Date**	**Time**	**Field**	**Visitor**	**Home**	**Status**
5	1	5/29/14	6:30PM	Marvin	Hackers	Aces	
6	2	6/12/14	9:20PM	Marvin	Aces	Misfits	
7	3	6/19/14	7:55PM	Marvin	Steamrollers	Aces	

Figure 7-4 Schedule Import File Format With Visitor/Home - SBC

Alternatively, the matchups may be entered with the **Visitor** and **Home** teams with one team the **Main Team Name**. If a **Main Team Name** is not one of the values, the schedule entry will be bypassed. This allows the importing of a master league schedule as a source file as the importer will filter out entries that do not match the **Main Team Name**.
If the matchups are not determined, leave the **Opponent** (or **Visitor** and **Home**) fields blank.

7.3.4 Import Processing Options

> WARNING:
> Modification of the schedule via importing is not undo-able. Best practice is to ensure that you maintain a backup copy of the Team Worksheet.

Invoking the **Import / Schedule** command will prompt the user for processing options.

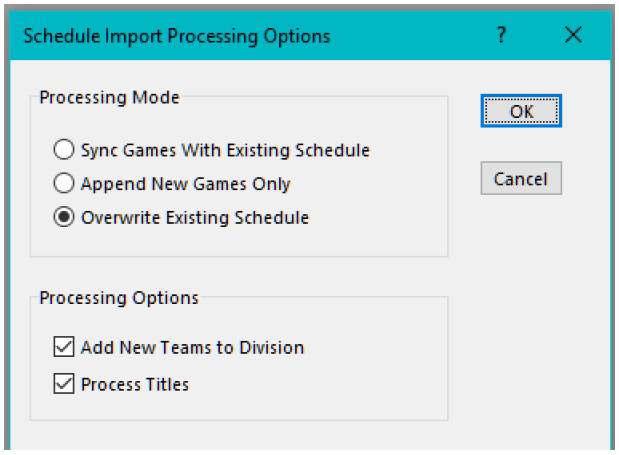


Figure 7-5 Schedule Import Processing Options

7.3.4.1 Processing Modes

Game matching is based on comparing Game Numbers in the import file vs. the existing schedule entries.

NOTE:
Stats entries remain unchanged in all modes.

Sync Games With Existing Schedule
This option will add any new games from the import file to the existing schedule.

Entries that match an existing game schedule entry will be overwritten if the team names match. Existing line score will be preserved. If the team names do not match including Home and Away, the user will be prompted for confirmation. If confirmed, the schedule information and will be overwritten and the line score will be cleared.

Append New Games Only
Only games from the file that do not exist in the schedule will be added. Matching games will be ignored.

Overwrite Existing Schedule
All existing Game Schedule entries and associated line scores (if any) will be cleared. The user will be alerted to confirm this operation.

7.3.4.2 Processing Options

Add New Teams to Division
Any new team names that do not exist in the Division will be added with a record of 0-0-0. This will only occur for processed schedule entries. This can be useful when setting up a new schedule to automatically populate the division teams. The number of new teams added will be reported at the end of the import process.

Process Titles
Controls whether the **Title1** and **Title2** entries will be placed on the title lines of the Schedule page. If unchecked, the existing title lines on the Schedule page remain unchanged.

Processing option settings will be preserved for subsequent recalls of the **Import / Schedule** command.

7.3.4.3 Import Processing File Validation

The file format is detected automatically.

The importer will scan the import file for basic formatting and data entry errors:

General and **Google** Formats:

- Unable to locate the label line
- Missing or incorrect labels

- Duplicate or missing game numbers (if game numbers were specified)
- Game numbers that are not positive integer values
- Duplicate Date/Time combinations
- Invalid team matchups (See note below)

SBC Format:

- Cell **A1**: Missing **SBC Schedule** identifier
- Cell **A2**: Missing **Title1** field identifier
- Cell **A3**: Missing **Title2** field identifier
- Missing or incorrect labels in cells **A4-F4**
- Game numbers that are not positive integer values
- Duplicate game numbers
- Duplicate Date/Time combinations
- Invalid team matchups (See note below)

Team Matchup Errors indicate a schedule entry where one team is not the **Main Team Name**. This is usually the result of importing a master league schedule. These matchups will be reported but bypassed so that the import schedule can be used without modifications.

All other errors detected will be reported to the user with the source line in the file where it occurred and a description. The schedule will not be updated.

NOTE:
If a **General** or **Google** file is imported and a **Game** number is not specified, the user should specify the **Overwrite** mode. Use of the **Sync** or **Append** mode tests for game number matches to existing schedule entries and therefore, may produce unexpected results with existing game entries.

7.3.5 Import Processing Summary

At the end of the import process, a summary of the processing will be displayed. This can be recalled by the **Import / Import Summary** command.

The **Starting Schedule Size** and **Updated Schedule Size** values reflect the number of games that have schedule entries. This may be less than the total number of active games if some game stats were entered without schedule information.

If the **Add New Teams to Division** option was enabled during import, a count of the number of new teams added to the Division is displayed. If there was insufficient space in the Division to add all new teams, an asterisk will be shown next to the count. The user will be alerted to this condition. If this occurs, check the Opponent team names in the source schedule file and the resulting Division area to resolve.

If the **Add New Teams to Division** option was disabled, the **New Teams Added:** will show as **n.a**.

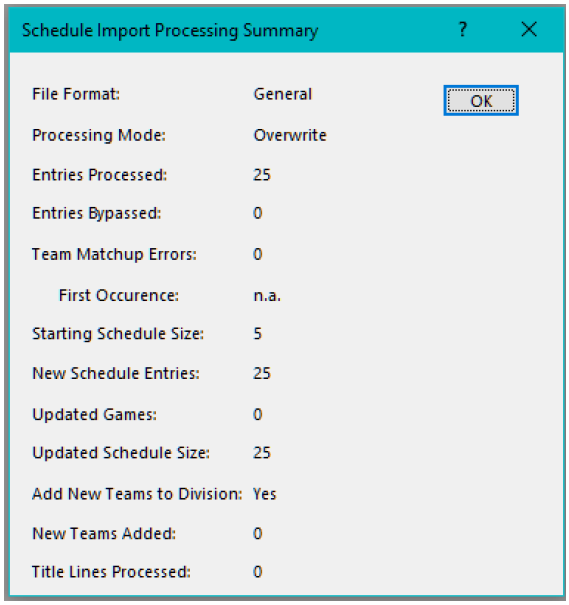
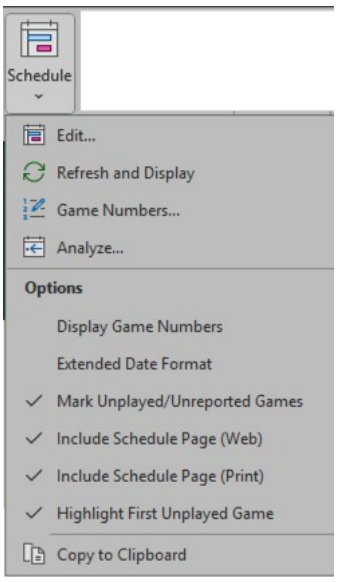


Figure 7-6 Schedule Import Processing Summary

7.3.6 Import Processing Problems

The schedule importer will attempt to flag most common formatting and entry errors. If you run into a situation where the results are unexpected, try using the Google verifier tool at: https://csv-to-ical.chimbori.com/ or contact ***SBC*** support at support@sbc.aces-softball.com for assistance.

7.4 Schedule Processing Options



7.4.1 Display Game Numbers

Checked:

The number assigned to each game will be displayed in the first column. Games will be displayed in ascending order by sorted by **Game Number**.

Unchecked:

The **Game Number** is not shown. Games will be displayed in ascending order by sorted by **Date** and **Time**. This allows for flexibility in assigning game numbers for practice games, playoffs, exhibition games, etc.

SUGGESTION:
Assign Game Numbers for these games outside of the range of regularly scheduled games.

Then, games with stats entries but no corresponding schedule entry will be shown. The Status field will mark these games as:

Game xx: Stats Only

The cells in the Game column and the column title will be blanked out initially. As these cells are unprotected, the user may leave them blank or chose to put other information. Subsequent schedule updates will not affect these cells.

The **Display Game Numbers** setting also effects the primary sort order (game number or date/time) of the Box Scores for web pages and printed reports.

7.4.2 Extended Date Format

Unchecked:
The **Date** will be displayed in the form:

mmm dd

This is the default format. It is the optimum format for schedule display on web pages.

Checked:
The **Date** will be displayed in the form:

mm/dd/yy

This format is useful when the schedule spans more than one calendar year. It is also useful when debugging schedule entries.

As an assist, this format will be invoked during the **Edit** or **Game Numbers** commands.

7.4.3 Highlight First Unplayed Game

When checked, the first game in the schedule that has not been played (no line score) and not marked with a **Status** field entry will be highlighted. **The Highlight Color** (**General / Configure / General Preferences**) and **Marker** character (**Web Composer / Preferences / One Step Web Site**) can be chosen as well.

Date	Time	Field	Opponent	Score	Status
May 04	6:30pm	Marvin	Hackers	W 13-11	
May 11	8:15pm	Marvin	at Nomads	W 20-12	
May 18	6:30pm	Marvin	Steamrollers	W 11-5	
May 25	7:50pm	Marvin	at Hackers	-	TBP

Figure 7-7 Next Unplayed Game Highlighting

Multiple games on the same date that meet these criteria (eg: doubleheaders, tournaments) will be highlighted.

If there is space, the entries will be posted in the first empty slot(s) in the **Notices** area on the Summary page.

Notices

Next Game: Thu May 25 7:50pm at Marvin vs Hackers

The color will follow the **Highlight Color**. The font and other styling are unchanged. The entries will be removed from the **Notices** area if there are no un-played games left.

A pre-defined list of **Status** field entries is described in Table 7-1. The table indicates, by default, which values will allow **Next Unplayed Game Highlighting**. The user can override the default and force highlighting by putting a leading asterisk (e.g.: ***Suspended**) in the **Status** field value. This is valid for user-defined custom **Status** field values as well.

NOTE:
This feature is disabled when the **Display Game Numbers** option is active.

7.4.4 Mark Unplayed/Unreported Games

If checked, a schedule entry without a line score can be marked as:

- **TBP -** If the game date is today or beyond (To Be Played)

- **NR**- If the game date has passed (Not Reported)

The **TBP** / **NR** status is updated automatically at startup and whenever there is a change in the schedule or results or when the schedule is refreshed. A non-blank **Status** field entry not matching **TBP** or **NR** (e.g.: Rainout) will override the marking. If the option is disabled, any status field marked as **TBP** or **NR** will be cleared. **Status** field entries with any other value including **To Be Played** or **Not Reported** will be left unchanged. Other changes in the **Status** fields are left to the user.

7.4.5 Include for Print and Web

These control the inclusion of the Schedule page for printing and web pages. If you use a custom formatted schedule via the **User Notes** page or via a custom external link to a league web site, you may choose to disable these option(s). The internal schedule page will still be visible and active. Auto-update of division standings is still functional but should be deactivated in most cases.

7.4.6 Auto-Update Standings From Schedule

The Division Standings can be automatically recomputed from the scores that have been entered into the Game Schedule via Box Score updates by activating the **Standings / Auto-Update Standings** option. This is useful when just tracking the results of the other teams in the division to your team (head-to-head match-ups). The update will occur anytime there have been changes in the scores including when game(s) have been deleted. The **GBL** display will be de-activated as it is not relevant.

7.5 Managing Schedule Entries

Schedule entries may be modified by using the **Edit** command (**ctl+alt +S**). Any bulk changes can be made in the source schedule import file and re-imported.

The **Game Numbers** may be modified individually or as a group via the **Game Numbers** command (**ctl+alt+N**).

7.5.1 Editing Game Schedule Entries

The user can manually create a new entry or modify an existing entry via the **Edit** command.

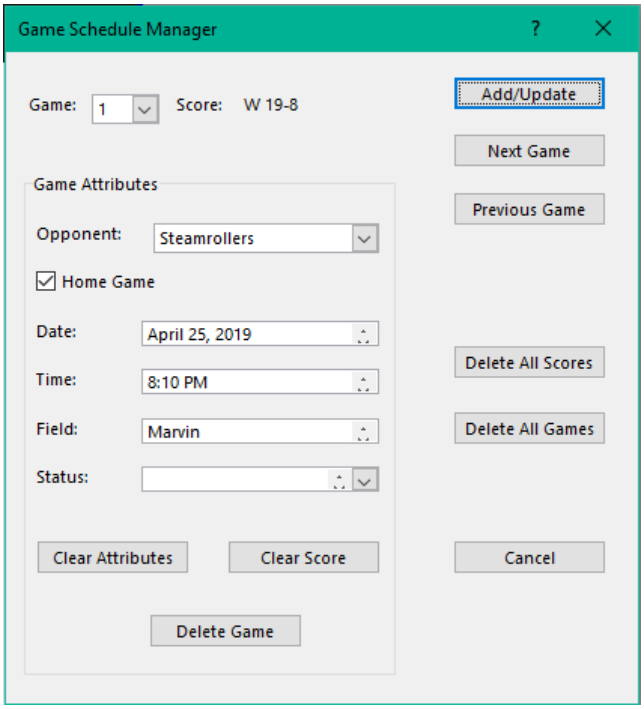


Figure 7-8 Edit Schedule Dialog

The dropdown **Game** list will show all available games. Changing the game selection via the dropdown list will update the display. The **Next** and **Previous** buttons can be used as well to sequence through the game list.

The selected game will be evaluated for:

- Schedule entry, attributes and line score
- game stats availability

If there is a line **Score** for the game, it will be displayed. If not, **n.a.** will be shown.
The current attributes for the game will be displayed. A sub-status line will indicate the following, if detected:

- No schedule entry. Stats only
- Line score but no stats entries

7.5.2 Modify An Existing Game Schedule Entry

The attributes for a specific game can be modified as desired. Any line score or player stats associated with this game are unchanged.

7.5.2.1 Date and Time Fields

Date and **Time** entries can be in any valid Excel formats. Date values should be explicit including the year in **yyyy** notation. If the year component is not specified, it will default to the year in the **Stats File Description** parameter (if specified), or the current year.

7.5.2.2 Home Game Marker

Changing the state of the **Home Game** marker will reverse the game match-up. The **Opponent** team name must remain unchanged if there is an existing line score.

7.5.2.3 Opponent Field

Reflects the current **Opponent** team name. A dropdown list of existing opponents is available based on teams in the Division. A new **Opponent** may be selected or added as long as there is no existing line score for the current game.

7.5.2.4 Status Field

The **Status** field is optional and can be used for additional identifying information for the game. Examples might be to flag a game as canceled, rained out, postponed, tournament info, highlights, etc. Common values are shown in Table 7-1.

Status field values of **NR** and **TBP** can be updated automatically. See **Mark Unplayed/Unreported Games** for more details.

Value	Default Highlighting
Date/Time Change	Y
Field Change	Y
Makeup Game	Y
Practice	Y
Pre-Season Practice	Y
Schedule Change	Y
Scrimmage	Y
Scrimmage Game	Y
To Be Played or TBP	Y
Canceled	N
Forfeit	N
Forfeit - Loss	N
Forfeit - Win	N
No Game	N
Postponed	N
Not Reported or NR	N
Rainout	N
Suspended	N

Table 7-1 Predefined Status Field Values

A **Status** field value marked as **N** in the table (No Highlighting) is considered a resolved game. Games with **Status** field entries can still have line scores and/or stats entries as desired. Examples would be for **Suspended, Forfeit, Forfeit – Loss**, or **Forfeit – Win**.

Games marked as **Rainout** or **Suspended** that have line scores will not be factored in the **WLT**, **Streak**, or average runs per game calculations.

A custom value can be entered as well. Any undefined, non-blank status field entry will inhibit the **Highlight First Unplayed Game** function for that game. To override this, put a leading asterisk (*) in the entry to force highlighting.

WARNING:
The user will be warned when attempting to modify an **Opponent** team or **Home Game** status for a game that has been played as it could have an impact on an existing line score for that game.
Use caution when if this condition exists.

7.5.3 Adding A New Game Schedule Entry

An entry for a new game which is not in the list can be added by modifying the **Game** field and associated attributes. Hit **Add/Update** to add. The new **Game** number can be any unassigned positive integer value. The **Game Numbers** command can be useful to re-sequence the game numbers especially if this new game is to be inserted between existing games in the schedule.

7.5.4 Deleting A Game Schedule Entry

The **Delete Game** function will remove the schedule entry for the selected game. This will also remove the line score associated with this game if one had been entered.

A check will be performed to see if there are player stats for this game. If found, the user will be asked to verify the **Delete Game** from schedule operation as it is un-doable. This operation will NOT delete any player stats for this game. If desired, this can be performed by the **Stats / Delete All Player Stats by Game Range** command.

7.5.5 Clearing Dialog Box Attribute Fields

The **Clear Attributes** function will reset all of the editable fields in the dialog to blank entries. **Game Number** remains unchanged. The dialog box remains open.

7.5.6 Deleting All Game Schedule Entries

The **Delete All Games** function will remove all game schedule and associated line score entries. This can be useful to purge the schedule and standings at the end of the regular season before entering a schedule for playoffs, but maintaining the player stats for the season. Any stats entered are not deleted.

Use caution as this is an un-doable operation. The user will be prompted to confirm this operation. Optionally, the **W/L/T** records for all teams in the Division Standings can be cleared at this time.

7.5.7 Deleting a Line Score

The **Clear Score** function will remove the line score entry for the selected game. Use caution as this is an un-doable operation. The user will be prompted if the line score does not exist. Any stats entered are not deleted.

7.5.8 Deleting All Line Scores

The **Delete All Scores** function will purge all available line scores. Game attribute information will remain unchanged. Use caution as this is an un-doable operation. The user will be prompted to confirm this operation. Optionally, the **W/L/T** records for all teams in the Division Standings can be cleared at this time. Any stats entered are not deleted.

7.5.9 Impact on Box Score

If the selected game is the same as the current game displayed in the Box Score, the Box Score will be updated to reflect the changes.

7.6 Schedule Analyzer

Whenever the schedule has been imported or modified, a verification will be performed for consistency. The following conditions will be reported:

- Games with missing Schedule info (eg Stats only)
- Schedule entries missing Date, Time, Field attribute information
- Schedule entries missing one/both team names (matchups)
- Team names in the Schedule that are not present in the Division Standings
- Duplicate schedule entries with the same Date and Time
- Games with line score but no stats entries
- Games with stats entries but no line score

- Games marked as **Forfeit – Win** or **Forfeit – Loss** with missing or incorrect scores

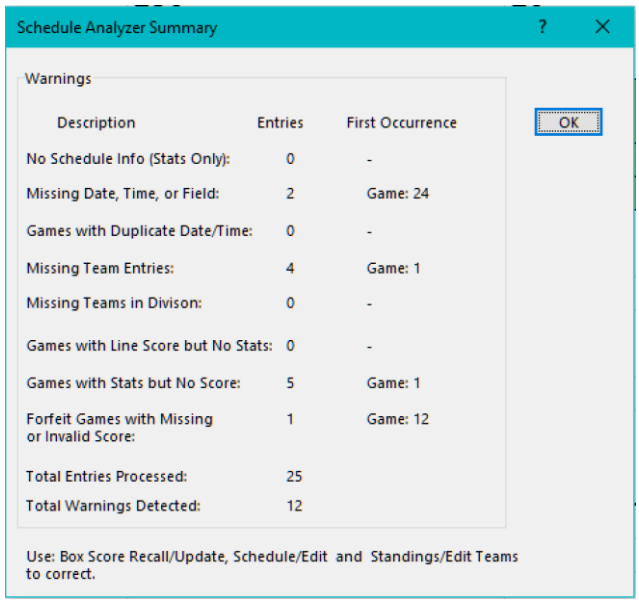


Figure 7-9 Schedule Analysis Example

Games that have been resolved otherwise **(**Table 11-1) are considered completed games and therefore not analyzed.

This analysis can also be performed manually by the **Analyze** command.

7.7 Game Number Manager

Each game is identified by a unique game number. With an imported schedule or manual modifications, it is possible for the game numbers to be out of sequence with the Date/Time values in the schedule.

The game numbers can be modified individually or as a group via the **Game Numbers** command (**ctl+alt+N)**. Use of this command will modify the game number in the Game Schedule as well as the associated individual player stats (if any).

Figure 7-10 Game Number Processing Options

The following processing options are available:

<u>Renumber Selected Game</u>

The game number from the selected game in the dropdown list of available games can be modified to a different number. The current schedule information (if any) will be shown for validation. The **New Game Number** cannot match an existing game.

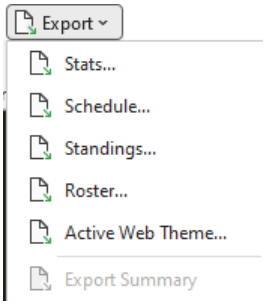
<u>Resequence All Games</u>

This will re-assign a new number to all game number references sequentially starting with the **Starting Game Number**. The logical order of the games does not change. The **Starting Game Number** value can be any positive integer value. The **Select Game Number** dropdown list has no function.

Resequence All Games Sorted by Date/Time

This is the same as the **Resequence All Games** option except that the games are first re-ordered by Date/Time before the new game numbers are assigned. This option will be dimmed (inactive) if there are player stats entries for a game without a corresponding schedule entry as the results could be misleading.

7.8 Schedule Exporter



The game schedule can be exported to a file via the **Export / Schedule** command in a vCalendar file format (**.ics**) or comma-separate variables (**.csv**) for subsequent importing into popular Calendar apps. Each entry in the schedule will result in a unique calendar event.

7.8.1 Export File Format – vCalendar (.ics)

This type is suitable for importing to most popular calendar apps. The generated file conforms to Version 2 of the RFC5445 Internet Calendaring and Scheduling Core Object Specification. Most calendar apps such as Google Calendar, Outlook, Android, iOS and macOS Calendar, BusyCal and others recognize this format. The ***SBC*** avoids any app-specific calendar extensions to ensure the best compatibility.

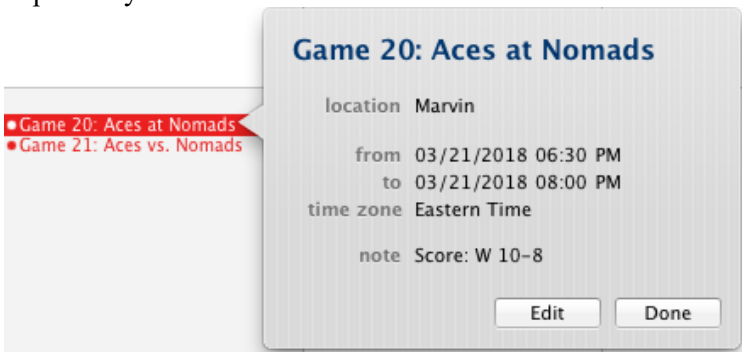


Figure 7-11 Calendar Event Example

The Game Number and team matchup will be shown as the event title. If the opponent team hasn't been entered in the schedule, it will appear as **TBD**. The Location and game times will be shown if available. Times will be displayed based on the user's local time setting. The game score (if available), and Status info will be shown.

WARNING:
The **.ics** file should not be manually edited or unexpected results may occur.

7.8.1.1 Special Processing

Games that have been marked in the schedule with status field values: **Canceled**, **Rainout** or **Postponed** will be encoded as **canceled**. Most calendar apps will flag this to the user. Many calendar apps will display the title of the event with a strike-through the text.

So, if canceled, the example in Figure 7-11 would be displayed as:

~~**Game 20: Aces at Nomads**~~

The **note** field will show the final score if available or the actual status (eg: **Canceled**, **Rainout** or **Postponed**).

Games that do not have a starting time specified in the schedule will normally be shown in the calendar app as an **All-Day** event. Games that have a starting time specified but where the **Game Duration** has been set to 0 will be shown just with the starting time.

7.8.2 Export File Format – Google Comma-Separated Variables

This format conforms to the Google Calendar specification for .csv formatted calendars. Text fields will be quoted to accommodate entries that may have embedded commas.

It can be modified as desired with a text editor or other applications for use with other calendar apps. This format does not have the extent of features of the vCalendar format but is significantly easier to modify by the casual user.

An example of a **.csv** file which has been imported into Excel is shown:

aces_schedule_20180225_1017.csv

	A	B	C	D	E	F	G	H	I
1	Subject	Start Date	Start Time	End Date	End Time	All Day Event	Description	Location	Private
2	Game 18: Aces vs. TBD	3/3/18	9:30 PM	3/3/18	11:00 PM				TRUE
3	Game 19: Aces vs. TBD	3/20/18							TRUE
4	Game 20: Aces at Nomads	3/21/18	6:30 PM	3/21/18	8:00 PM		Score: W 10-8	Marvin	TRUE
5	Game 21: Aces vs. Nomads	3/21/18	9:20 PM	3/21/18	10:50 PM		Score: W 10-9	Marvin	TRUE

aces_schedule_20180225_1017.csv

Ready Sum=0 SCRL CAPS

Figure 7-12 CSV Formatted File Example

7.8.2.1 Special Processing

Subject field –
This field will be populated with the Game number followed by the team matchup, if specified. If no opponent has been specified, a matchup of the **Main Team Name vs. TBD** will be posted.

Description field –
This field will be populated with the **Status** entry (if any) followed by the game **Score** if a competed game.

7.8.3 Procedure

Run the **Export / Schedule** command. The schedule will be analyzed to ensure that a calendar file can be created. A minimum of a date for each game must be specified. Any problems will be reported for correction. At the completion of processing, a summary will appear with the processing results.

WARNING:
Do not change the file suffix (**.ics** or **.csv**)

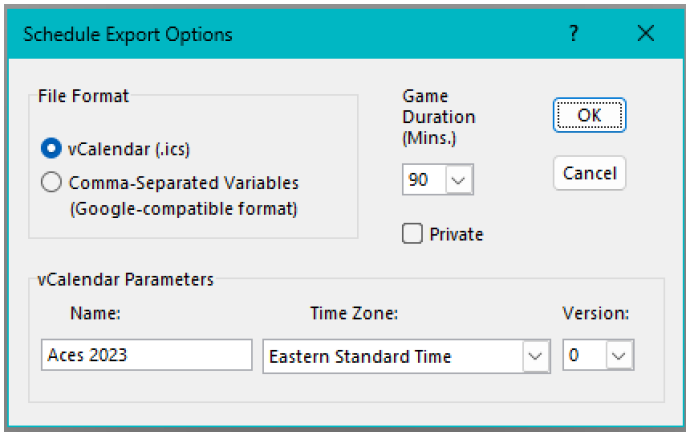


Figure 7-13 Schedule Export Processing Options

7.8.3.1 Schedule Export Processing Options

File Format
Choose the desired file format type.

Game Duration (Mins.)
This parameter is used to compute the ending time for each calendar event. A dropdown list has common values. However, the use may enter any integer value greater than or equal to 0. A value of 0 will result in an event start time only. This field cannot be blank.

Private
When checked, this option will mark all calendar events for the games as **Private** which prevents viewing by others. When unchecked, this option will mark all calendar events for the games as **Public** which allows viewing by others that have permission to view the calendar.

7.8.3.2 vCalendar Format Options

Name
A unique name for the schedule should be entered. Most calendar programs will detect this name and place the game events in that schedule as a default. Some calendar apps will offer the user to choose an alternative calendar. This name can be any length but it is suggested that it be kept short as it will appear in the list of calendars in the users' calendar app. This field cannot be blank.

Version
The calendar apps use this value to resolve instances where there may be more than one instance of the same event/game. The event with the highest version number will take precedence.

The first time you create a vCalendar, set this value to 0. Then, for subsequent updates, increment the value by 1. A dropdown list of common values is provided. This field cannot be blank. The current calendar version is saved in the Team Worksheet and will be used as the default whenever a schedule export is invoked.

Time Zone
Select the time zone from the available dropdown list of US time zones.

After options have been selected, a standard File Dialog box will appear for the file to be created. The file name and destination directory can be changed as desired.

7.8.4 Transferring the File to a Calendar Application

After the file has been created, it can be imported into your calendar app. Most apps have an Import capability for this. It is strongly suggested that a unique calendar be used. This will aid in resolving any problems that might occur as the calendar can be simply deleted without affecting other personal calendar entries.

Most calendar apps that support the vCalendar format will detect the calendar **Name** (above) and ask to create a new calendar by that name if it does not already exist. If yours does not, create a unique calendar name before importing.

If you plan to re-issue schedule updates during the season, the new file can be re-imported into the same calendar. Each schedule entry creates a unique identifier based on **Main Team Name**, **Season ID** and **Game Number**. Most calendar apps will recognize the updates accordingly. If this causes problems, instruct your users to delete the calendar on their app prior to doing a new import.

If your calendar app supports subscription services, you may use that feature as an alternative to importing.

7.8.5 vCalendar Issues

The generated **.ics** files have been tested on a number of calendar apps. However, compatibility issues can still occur. Contact ***SBC*** support at support@sbc.aces-softball.com for assistance if you have problems.

7.9 Computed Schedule Summary Values

The following summary variables are computed whenever the schedule is updated. These can be referenced via Excel or other programs via document links as desired. Only the values are posted via the links. The labels (eg: **Record:**, **Streak:**,,etc.) are not included so users can customize if desired.

Record: 5-11-0
Avg R Scored: 13.8
Avg R Allowed: 14.2

Streak: L3
Avg W Margin: 12.4
Avg L Margin: 6.2

!MT_RECORD
!MT_WINS
!MT_LOSSES
!MT_TIES
!MT_WLT_STREAK
!MT_AVG_RUNS_SCORED
!MT_AVG_RUNS_ALLOWED
!MT_WINS_MARGIN
!MT_LOSS_MARGIN

Table 7-2 Schedule Summary Variable Names

An example would be to create a composite team record referencing these values from each single season Team Worksheet:

	FO	FP	FQ	FR	FS	FT	FU	FV	FW	FX	FY
12					Aces Team Statistics						
13							Avg Runs		Avg Margin		
14		SEA	W	L	T	Win Pct.	Scored	Allowed	Win	Loss	Rank
15		2002	7	10	0	.412	11.4	14.4	4.6	8.3	21
16		2003	9	10	1	.475	12.2	11.8	7.0	5.5	20
17		2004	12	9	0	.571	8.9	7.6	6.5	5.8	16
18		2005	12	7	0	.632	10.6	7.4	8.1	5.1	13
19		2006	13	5	0	.722	12.7	9.5	7.1	6.8	6
20		2007	10	9	0	.526	11.9	10.1	7.1	4.0	19
21		2008	10	7	1	.583	12.2	8.1	10.4	4.3	15
22		2009	17	4	2	.783	15.0	10.4	7.1	3.5	4
23		2010	11	7	1	.605	12.6	9.4	8.1	4.1	14
24		2011	17	2	0	.895	14.3	6.9	8.4	1.0	2
25		2012	15	6	0	.714	12.7	8.0	8.3	4.2	8
26		2013	13	5	0	.722	12.9	9.3	7.6	6.8	6
27		2014	14	6	0	.700	11.7	7.4	8.6	5.8	10
28		2015	15	6	0	.714	13.7	8.8	8.3	3.5	8
29		2016	12	9	0	.571	11.4	10.0	7.5	6.7	16
30		2017	11	9	0	.550	14.2	11.0	10.7	6.0	18
31		2018	15	5	0	.750	13.7	8.7	8.5	5.6	5
32		2019	12	6	1	.658	15.5	11.4	9.5	6.0	12
33		2021	10	2	0	.833	17.0	10.3	11.6	14.0	3
34		2022	21	2	0	.913	18.5	7.5	12.1	1.0	1
35		2023	12	6	0	.667	15.4	10.3	9.4	3.5	11
36		2024	5	11	0	.313	13.8	14.2	12.4	6.2	22
37		2025	0	0	0	.000	-	-	-	-	23
38		23	273	143	6	.654	13.3	9.6	8.6	5.3	

The document link in cell **FQ36** to the **Wins** value from the 2024 Season file **2024 master.xls** schedule results would be:

='Z:\Documents\Aces 2024\[2024 master.xls]Stats'!MT_WINS

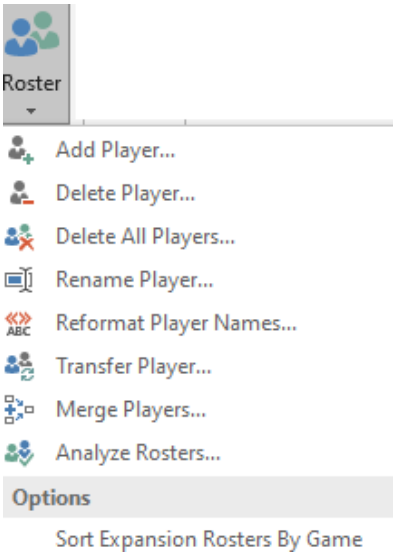
The 2024 season **Win Pct Rank** formula in cell **FY36** is:

=RANK.EQ(FT36,FT$15:FT$37,0)

Adjust the **FT36** cell references for other seasons as needed.

8 PLAYER ROSTERS

8.1 Overview



All commands for these operations are located under the **Rosters** menu unless noted otherwise. Commands that are dimmed indicate the command cannot be executed. This might be the case if the rosters and/or player statistics are empty or for commands that are specific to Single-Season or Multi-Season modes only.

The ***SBC*** will dynamically increase or decrease the roster size(s) as required. This may take some time to perform depending on processor speed. The progress will be shown in the message bar and progress window.

8.2 Roster Entry Methods

8.2.1 Single-Season Mode

Rosters can be populated manually via the **Add Player** command or imported from a file via the **Import / Roster** command. Importing is the preferred method at the beginning of a season as it significantly faster than manual entry.

8.2.2 Multi-Season Mode

Rosters are populated automatically whenever a stats import operation is performed. Operations on the roster are available after import operations. However, it should be noted that any changes are not back-annotated into the origin import files. Best to make these at the source if re-importing is contemplated.

8.3 Player Name Entry Rules

When a new or modified player name is requested (e.g.: **Add Player, Rename Player**, etc.), enter the desired name in the edit box.

The name will be verified to ensure that it is not one of the following:

- Duplicate of an existing Active or Expansion roster name.
- Reserved name (e.g.: the current name assigned to the Expansion Roster area.)

Player names can be in **firstname lastname** or **lastname, firstname** format**.** A single name is also acceptable.

The entries are not case sensitive. When a new player name is entered or modified, extraneous spaces and non-printable characters are removed. Names are automatically capitalized including the first character after a non-letter.
Examples:

dave smith is processed to: **Dave Smith**
dave smith (aa) is processed to: **Dave Smith (Aa)**
dave smith (12a) is processed to: **Dave Smith (12A)**
dave smith-jones is processed to: **Dave Smith-Jones**

dave o'neil is processed to: **Dave O'Neil**

Based on common grammatical conventions, suffixes (eg: Jr., Sr., II, III, etc.) should be placed at the end of the name regardless of format.

To force capitalization within a name, use a / delimiter just prior to the letter.
For example, for the surname: **MacNeil,** enter in the form of: **mac/neil**.

To selectively override the proper name processing, use the \ delimiter just prior to the letter.
For example, to yield **Dave Smith (12a),** enter in the form: **dave smith (12\a).**

8.4 Player Selections for Commands

Dialogs will be presented for commands that request a player name from the existing roster entries.

Where applicable for player commands, the game count and plate appearances will be shown for this player. This is useful when performing roster maintenance operations. In Multi-Season mode, the count of the number of seasons will also be shown.

When a game number plus player name is requested, the initial focus will be the **Game** number field. The keyboard tab key can be used to navigate to the **Player Name** field and sequentially to the **OK**, **Next**, **Prev**, and **Cancel** buttons.

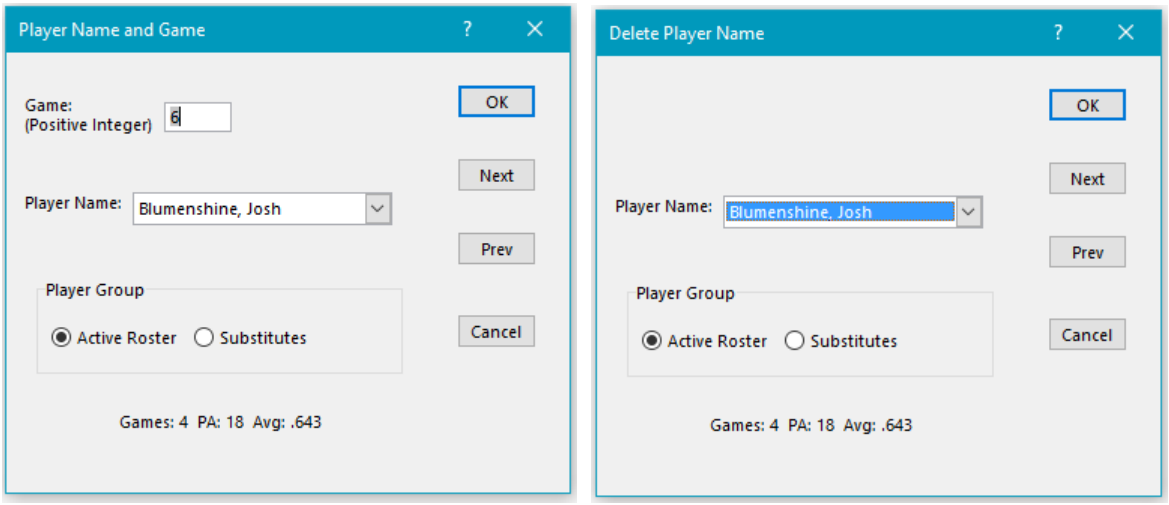


Figure 8-1 Select Player Dialogs

Two buttons in the **Player Group** allow selection of a player from the Active or Expansion roster ("Substitutes" in the example). The button will be dimmed if no players exist in the respective group.

A player name from the group is selected from the alphabetical dropdown list of players followed by pressing the **OK** button. When the focus is in the **Player Name** dropdown list, the keyboard can be used to rapidly access a known player name by entering just a key character. Repeating the same character will result in traversal of players with the same match.

Alternatively, the next or previous player in the roster list can be selected by hitting the **Next** or the **Prev** button followed by pressing the **OK** button to perform the desired operation. These buttons will traverse both rosters. If a game number selection is not needed for the command, the game number box will not be present.

The **Next** and **Prev** buttons will be dimmed if there are less than two roster entries total.

8.4.1.1 Player Name Selection Preservation

Where applicable, the ***SBC*** will attempt to preserve the current player name selection as the default for subsequent commands. Thus, an **Add Player** command could be followed immediately by a **Stats Update** command for the new player. Repetitive operations can be performed by using the **Repeat** command (**ctl+alt+Y**) which will re-invoke the most recent ***SBC*** command.

8.5 Game Number Parameter Limits

Game numbers must be positive integer values greater than 0. The ***SBC*** does not impose a limit on the game numeric value.

8.6 Setting Up a New Player Roster

8.6.1 Manual Method

To set up a new roster for the first time:

1. Run the **Delete All Players** command to purge all roster names and their individual game batting stats from both rosters.
2. Use the **Add Player** function to add each player to the Active or Expansion roster. If successful, the user will be prompted to add another player. When finished, hit the **Cancel** button.

8.6.2 Automatic Method

Use the **Import / Roster** command. The Active roster area will be re-sorted alphabetically. The Expansion roster will be sorted by alphabetically by name, or by game number based on the **Sort Expansion Roster by Game** option.

8.7 Modifying an Existing Roster

To minimize keystrokes, most roster maintenance commands (e.g.: **Add Player**) will prompt for a repeat of the same operation. In addition, the ***SBC*** **Repeat** command (**ctl+alt+Y**) will re-invoke the most recent ***SBC*** command.

The **Leaders**, **Top Leaders**, and **Box Score** displays will be updated with the change(s) as necessary.

8.7.1.1 Modifying a Player Name in the Roster

If there is an error/misspelling/capitalization in a players' name, use the **Rename Player** command. The modified player name will be verified that it isn't a reserved name or wouldn't result in a duplicate entry in the Active or Expansion rosters. If successful, the user will be prompted to change another player name. When finished, hit the **Cancel** button.

8.7.1.2 Removing a Player From the Roster

Use the **Delete Player** command. Applicable player stats will be deleted. If successful and players remain in the roster, the user will be prompted to delete another player. When finished, hit the **Cancel** button.

8.7.1.3 Reformat Player Names

Use the **Reformat Player Names** command to exchange the **firstname lastname** and **lastname, firstname** formats of all player names in both rothers. Any suffixes that have been appended will be preserved and placed at the end of the player name. Player names in the current Box Score display will be reformatted.

A prompt will then occur to rerun the Batting Leaders to reformat the player(s) in the Batting Leaders.

The user will be alerted if there are any New/Duplicate Player Markers in either roster. These must be resolved first before reformatting can proceed. Use **Check Rosters** to analyze. Correct as required. Then re-run **Reformat Player Names** command.

8.8 Importing Rosters

Player names can be imported from an external file. The player names can be in the form of:

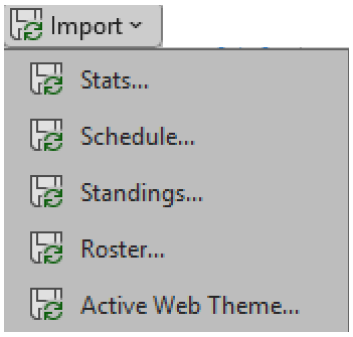
firstname lastname

"lastname, firstname"

singlename

The names follow the conventions as described in **Player Name Entry Rules**. The names will be processed to match the existing Team Worksheet rosters format (**firstname lastname** or **lastname, firstname**). If both rosters are empty, the format will default to the name format of the import file.

8.8.1 Importing a Roster From a File



A file consisting of player names can be imported with one player name per line.

The file format can be the **SBC Roster File Format** or the **Number Plus Player Name Format** as described in **Exporting Rosters**. Extraneous spaces and non-printable characters will be filtered out. The player names can be in any order and in any format.

Files can be in **.csv**, **.xls**, or **.xlsx** formats. When using Excel **.xls**, or **.xlsx** files, place the entries in Column **A** (**SBC Roster File Format**) or columns **A** and **B** (**Number Plus Player Name Format**). The double quotes are not needed.

NOTE:
When using the **.csv** file format, ensure entries with embedded commas are enclosed in quotes.

In the **Number Plus Player Name Format,** separate the entries by commas. The number can be any value greater than 0 and will be discarded during import.

The **Import / Roster** command has the **New Player Processing** options which select the roster where the new player names will be placed. **The Prepend marker for new player** option will prepend an identifier (**>>>**) to the player names to highlight the additions. After hitting **OK**, a File Open dialog box will allow the user to select the import file.

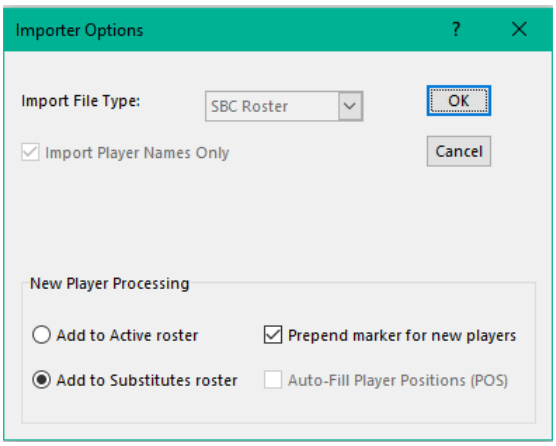


Figure 8-2 Import Roster Processing Options

To prevent the possibility of importing a non-roster file, the following validity checks are performed:

1) Empty file.
2) More than 30 entries.
3) Entries in unexpected cells beyond the Player Name column.

The user has the option of proceeding if conditions #2 or #3 are detected, but should do so with caution to ensure that the correct file has been selected.

At the end of the import process, a processing summary will be shown:

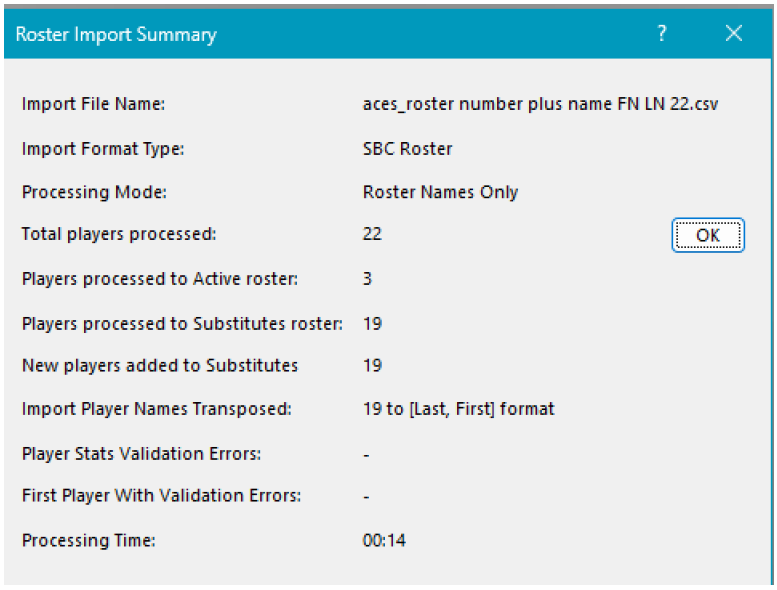


Figure 8-3 SBC Roster Import Summary

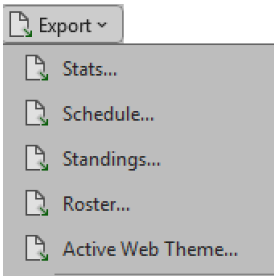
This can be recalled at a later time by the **Import / Import Summary** command.

8.8.2 Importing a Roster From a Mobile App

The player names can be imported from a 3rd party mobile stats app that has export capability. The export procedure varies by app. Just use a recent stats export file from the app and use the procedure described in **Transferring a Roster From a Mobile App to the SBC**. This may not be the entire roster, but will lessen the impact of manually transcribing the entries.

Alternatively, you can just import stats from the mobile app normally. The importer will create roster entries for any player not already in the roster.

8.9 Exporting Rosters



The **Export / Roster** command can create a file with the contents of the ***SBC*** rosters. The Expansion roster entries can be optionally included. After hitting **OK**, a file save dialog box will occur. The default file name will be a combination of the **Main Team Name** and today's date and time. The name can be changed as desired. The file format is always **.csv**.

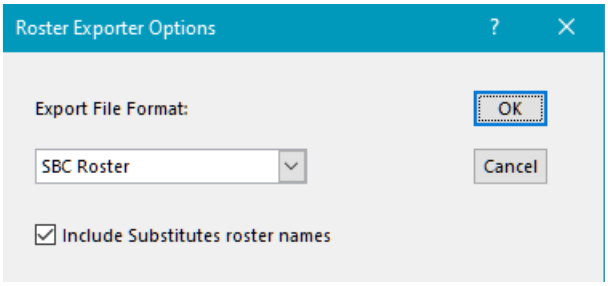


Figure 8-4 SBC Roster Export Options Dialog

At the end of the export, a summary of the number of players processed will be displayed.

8.9.1 Export Formats

The file is always in comma-separated variables format (**.csv**).

The player names will be quoted in the form of:

"firstname lastname"

regardless of the format currently in use on the Team Worksheet rosters.

8.9.1.1 SBC Roster File Format

This format will place each name from the roster(s) on the Team Worksheet on a separate line in the form:

"firstname lastname"

8.9.1.2 Number Plus Player Name Format

This format is the same as the **SBC Roster** format with a sequential number (starting at 1) placed before each player namein the form:

1,"firstname lastname"

8.9.1.3 6-4-3 Baseball Format

Format suitable for importing by the **6-4-3 Baseball** app.

8.9.2 Exporting Rosters to Mobile Apps

The ***SBC*** does not implement player jersey numbers. Thus, the **Number Plus Player Name** format may not be compatible with apps that expect this. Check your mobile app to insure compatibility.

8.9.3 Editing Roster Files

The roster files can be modified using traditional text editing or Excel applications. The file can be re-imported back into the ***SBC*** roster as desired.

9 PLAYER BATTING STATISTICS

9.1 Overview

Player batting statistics are tracked by individual player and summarized in the Team Batting Statistics. Abbreviations and computations are described in **Formulas Used in Statistics Calculations** as defined by Major League Baseball.

Some thought should be given to organizing your statistics. See **Strategies For Organizing Stats** for suggestions.

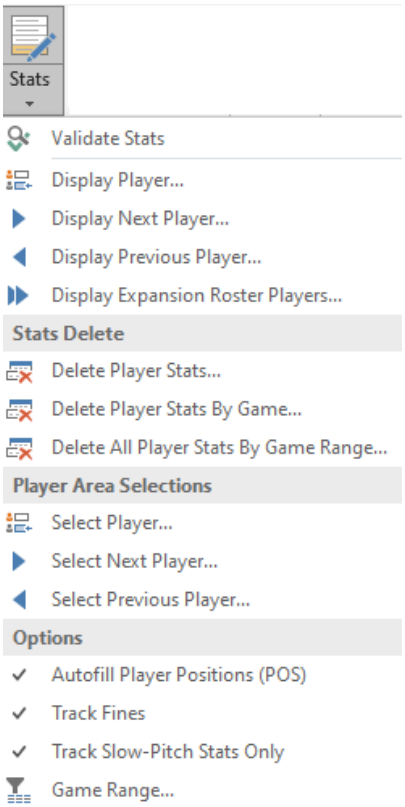
9.1.1 Single Season Mode Tracking

Statistics are tracked on a game-by-game basis. Statistics can be entered manually or imported from external files. A number of file formats from popular 3rd party apps are supported. See USING THE SBC WITH 3rd PARTY MOBILE STATS APPS and **IMPORTING/EXPORTING STATS FROM OTHER SOURCES** for details.

9.1.2 Multi-Season Mode Tracking

Statistics are tracked on a season-by-season basis. This mode is normally used to create career statistics. Stats can be entered from Single Season or Multi-Season Mode Team Worksheets or imported from external files.

9.2 Stats Tracking Options



All options are selected via the **Players / Stats** sub-menu.

9.2.1 Track Slow-Pitch Stats

The ***SBC*** can track a full set of batting statistics or the subset of categories that are applicable only to slow-pitch softball. This mode is controlled by the **Track Slow Pitch Stats Only** option. When checked, **SB, SACB, HBP** stats are not tracked.

When the ***SBC*** is switched from full stats tracking to **Track Slow-Pitch Stats Only** mode, statistics that are not applicable to slow-pitch softball will be cleared. This is to prevent erroneous calculations of average, on-base pct., slugging pct., and on-base plus slugging pct. As this is an un-doable action, the user will be warned prior to performing this. In addition, the user will be alerted to the fact that the box score and/or batting leaders may need to be re-calculated. This mode affects these categories in team batting summary, individual player stats, batting leaders, box scores, printed pages and web sites.

9.2.2 Track Fines

The **Track Fines** command controls the display of the optional **Fines** category in team batting summary, individual player stats, batting leaders, printed pages and web sites. When checked, **Fines** statistics are displayed. When unchecked, **Fines** statistics are not displayed. Disabling the **Fines** category does not delete any player **Fines** entries.

9.3 Manually Entering or Modifying Statistics

To enter new statistics from a recently played game or modify stats from a previously entered game, the user transcribes the individual batting stats from the game scoresheet into the ***SBC***. The sequence is as follows:

1. Press the **Stats** button (**ctl+alt+U**). The **Player Stats Update** dialog box will appear:

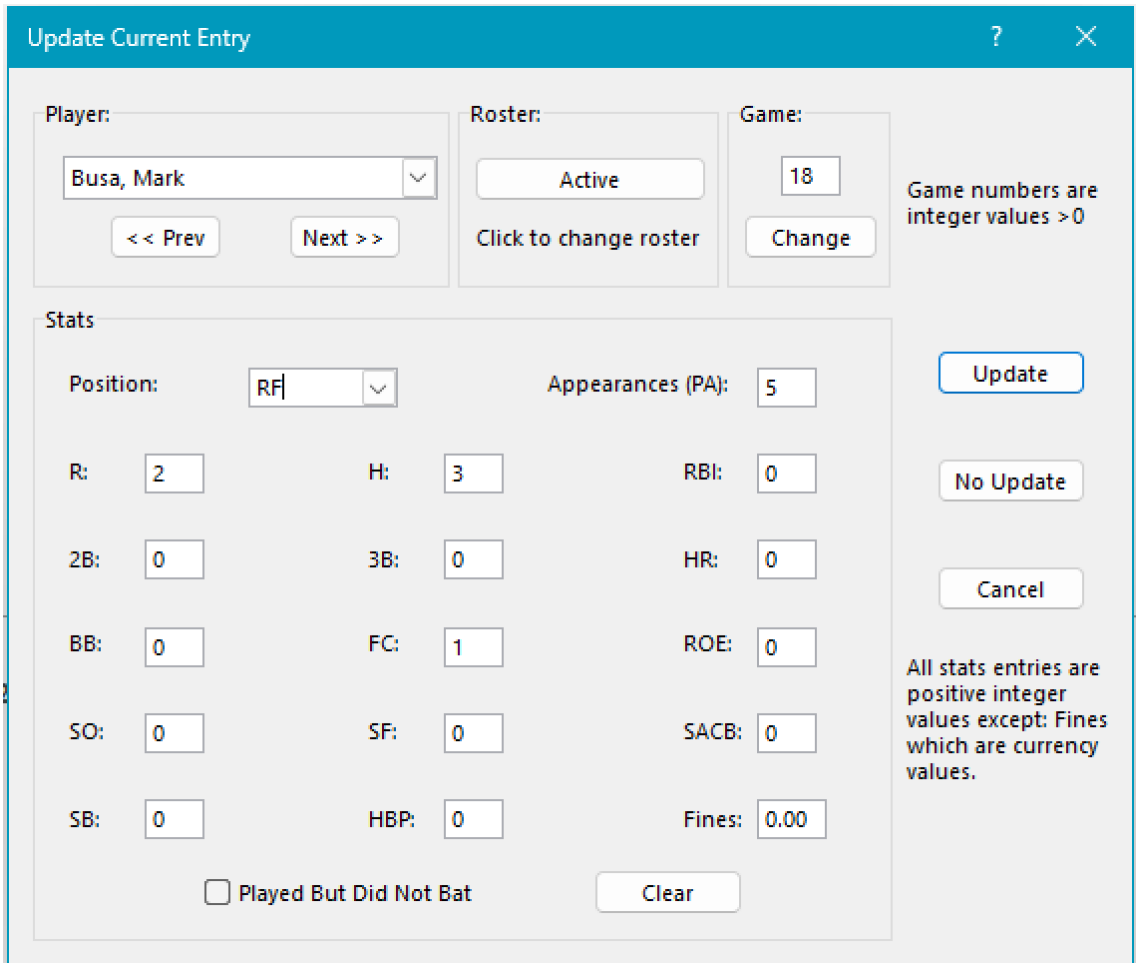


Figure 9-2 Player Stats Update Dialog

NOTE:
Dimmed items or controls are not applicable to current states or stats tracking modes.

2. The player name will default to the most recently used player name. A different player name may be selected from the dropdown list or by using the **Prev** or **Next** buttons. Switch the roster as needed.
3. The initial game number will default to the current Box Score game, most recent game with stats, or the current number of games played by the **Main Team Name**. Change the game number as necessary and hit **Change**.
4. The screen display behind the dialog box will migrate to the detailed player stats for the selected player.
5. If stats were found for this player for the selected game, the dialog box drag bar will show **Update Current Entry**. If not, **New Entry** will be displayed.
6. Transcribe or update the applicable stats from the scoresheet into the corresponding fields of the dialog box. The dialog box has been constructed to streamline the data entry process. The sequence of entries mimics the sequence of statistics normally found in most baseball/softball game scorebooks. Use the **TAB** key to traverse

forward to the next field or **Shift+TAB** to the previous field. Fields that are not applicable to the current tracking mode (eg: **SB** in Slow Pitch) will be dimmed.

7. Hit the **Update** button. The stats entries will be validated for consistency. If they are OK, the stats will be entered/updated for this player and the next player in alphabetical order will be shown.
8. Repeat steps 2-7 until all statistics have been entered for each player.
9. Hit the **Cancel** (Done) button when all entries have been transcribed.
10. Run the **Box Score / Recall** command for the selected game.
11. Enter the **Line Score** for the game and run the **Box Score / Update** command.
12. Finally, update the **BATTING LEADERS** and the **DIVISION STANDINGS**.

9.3.1 Alternative Sequence

If the game already exists in the schedule, the **Line Score** can be entered first by performing Steps 10 and 11 and then proceeding to Step 1. The stats for the game will be compiled into the displayed **Box Score** after Step 10.

9.3.2 Options During Player Update Dialog

While the Player Stats Update dialog is active, a number of options in addition to normal stats entry are available. These options do not invoke stats updating. The dialog box will remain open.

9.3.2.1 Changing the Game Number

The **Game** number can be modified by entering a different game number in the **Game** field and hit **Change**.
The dialog box will be re-initialized for the modified game number. The player selection remains unchanged. The game can be an existing game number or a new game number. The **Game** number must be a positive integer greater than 0.

If the **Game** number is modified, hitting any other function button (except **Cancel**) or player name change will process the **Game** number change. **Played But Did Not Bat**, **Clear**, and **Update** buttons will not perform their normal function until the game number change has been processed.

9.3.2.2 Changing the Roster

The displayed roster can be changed by hitting the **Roster** button. If this button is dimmed, it indicates that there are no players in the alternate roster.

9.3.2.3 Changing the Player Selection

A different player from the current roster can be selected from the dropdown list. The **Next** and **Prev** buttons can be used as well. These buttons traverse both the Active and Expansion rosters. These buttons will be dimmed if there is only one roster entry total for Active plus Expansion rosters.

9.3.2.4 Clear

All entries in the dialog box except the **POS** value will be cleared. The **Played but Did Not Bat** box will be unchecked. The dialog box remains open.

9.3.2.5 Played But Did Not Bat

If the player participated in the game, but did not bat (i.e., a defensive substitution, pinch runner, scorekeeper, grill-meister, runner to the package store, etc.), check the **Played But Did Not Bat** box. Enter an appropriate player position **POS** value for this situation. This will ensure that the player gets credit for participation in the game. Only **POS**, runs scored (**R**), stolen bases (**SB**) and **Fines** entries are allowed. Number of cases of beer purchased is not tracked.

Checking this box will clear any existing entries in the dialog box except the **POS** value. By un-checking the box, all statistics can be entered. The **POS** value remains unchanged to allow chaining from previous games.

Entering a non-blank player **POS** value does not automatically invoke **Played But Did Not Bat**.

If a pinch runner or defensive substitution eventually stays in the game and bats, uncheck the **Played But Did Not Bat** to allow all possible stats.

To remove a player entry for this game with the **Played But Did Not Bat** status, hit the **Clear** button. Then hit **Update**.

9.3.3 Next Step Operations

Three buttons control the next step in the updating session:

9.3.3.1 Update

Entries in the update dialog box will be verified for consistency. The user will be alerted with specific issues with the stats that were entered. When the entries have been corrected, stats for this player will be transferred into the Team Worksheet. The stats for the next player in alphabetical sequence will be displayed. Rosters will be traversed as needed.

9.3.3.2 No Update

Any additions or changes to the stats for this player will be ignored. The stats for the next roster player in alphabetical sequence will be displayed.

9.3.3.3 Cancel

Exits the update session. If any player stats entries were added or modified, post processing of these entries will occur.

9.3.4 Notes on Player Statistics Updating

Statistics may be entered/modified from one or more games in any game or player order. After updating, the individual player statistics will be re-sorted by game number (Active Roster players). Expansion Roster entries are sorted optionally by game or player name as desired.

Legal at-bats (**AB**) will be calculated automatically from the number of plate appearances (**PA**). If you do not track walks, sacrifices, sacrifice bunts, or hit-by-pitch stats, then the calculated at bats will equal the number of plate appearances.

By default, the ***SBC*** assumes the player did not play in the selected game if there are no plate appearances or the **Played But Did Not Bat** box is un-checked.

If the **Stats / Track Slow Pitch Stats Only** mode is active, the **SB, SACB** and **HBP** items will be dimmed. If the **Stats / Track Fines** mode is inactive, the **Fines** entry will be dimmed.

9.3.4.1 Stats Entry Verification

After the **Update** button has been hit, the ***SBC*** will perform the following sanity checks on the entries:

- Must be numeric, positive integer values >=0 except **FINES** values which are currency values and can be negative
- Total of hits, sacrifices, sacrifice bunts, walks, reached-on-errors, fielder's choices, strikeouts and hit-by-pitch must be less than or equal to number of plate appearances
- Number of runs scored must be less than or equal to plate appearances. (See exceptions – **Played But Did Not Bat**)
- Number of extra base hits must be less than or equal to hits
- Number of runs scored must be greater than or equal to home runs new 5.70
- new 5.70 Number of RBI's must be greater than or equal to home runs if the **Batting Leaders / Preferences** are configured to track **RBI**'s.

If the entries are valid, they will be transferred into the Team Worksheet and the update dialog for the next player in alphabetical order for this game will be shown.

9.3.4.2 Total Stats Entry Removal

During the course of the season the **Delete Player Stats by Game** command can be used to clear out all/some of an individual player's stats by game range. The player will remain in the roster.

Alternatively, the **Roster / Delete Player** command can be used to remove the player from the roster and all applicable stats.

These approaches are useful if it is determined that an individual's stats have so many errors that it would be less work to re-enter them from scratch, rather than correct the errors game by game.

9.3.5 Optional Player Position Tracking

The user has the option of tracking the position played for each player on a game-by-game basis. The player update dialog has a **Position** edit/dropdown box to enter the player's position for the selected game. If stats for a new game are being entered and the **Autofill Player Positions (POS)** option is enabled, the ***SBC*** will suggest a position based on the most recently played game for this player. If none was found, the field will be blank.

The position abbreviations will appear in the individual player stats areas and in the box score area. New values can be entered in any of three different methods:

1. Predefined positions via the dropdown menu list.
2. A numeric value in the edit box.
3. Manual entry of a user-defined value in the edit box.

9.3.5.1 Player Postion Dropdown List

The dropdown menu list contains the standard scorebook positions **P-C-1B-2B-3B-SS-LF-CF-RF-SF** that can be selected via the menu or entered by their position number from 1-10.

An additional group of commonly recognized positions is also provided. The position can be selected via the dropdown menu, or by the relative position number in the menu.

Any numeric value entered in the edit box in the range of 1-18 will be converted to the equivalent abbreviation for the position. Any entry that does not match a predefined abbreviation or position number will be interpreted as a user-specified value. These could include the case where a player played multiple positions during a game (e.g.: **LF/CF**).

NOTE:
Position values are case-independent.

9.4 Importing Stats from External Sources

Stats can be entered via file import from popular 3rd party apps as well as via a generic file format. See **IMPORTING/EXPORTING STATS FROM OTHER SOURCES** for more details.

9.5 Player Roster and Stats Maintenance

9.5.1 Deleting Stats for Individual Player Name

To clear out all of the stats for a specific roster player, use the **Delete Player Stats** command. The player remains in the roster.

9.5.2 Deleting Player Stats for a Specific Game

Use the **Delete Player Stats by Game** command. Select the desired player name. A dialog with the available games for this player will appear. Select the game stats to be deleted. Hit the **OK**.

If there are no additional player stats for this game number, the user has the option to delete the line score for this game.

9.5.3 Delete All Player Stats by Game Range

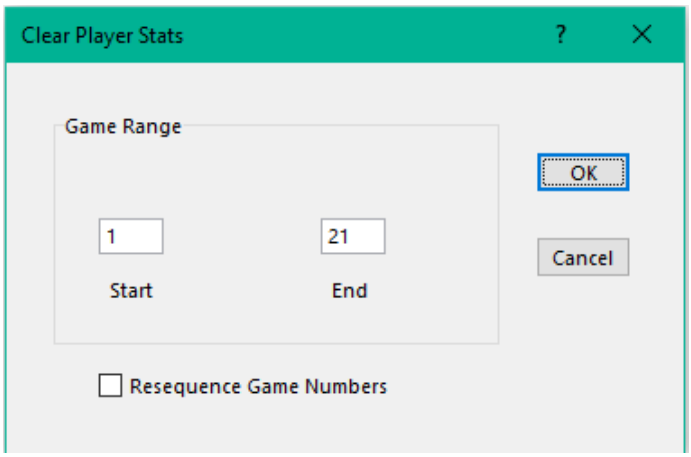


Figure 9-3 Delete All Player Stats Dialog

The user has the choice of globally clearing all stats for all Active and Expansion roster players for all games or a selective game range clearing. By default, the entire game range of stats will be shown in the **Start** and **End Game Range** boxes. The player names remain in the rosters. This command will optionally clear any box score and line score calculations that might have been run previously.

Clear Entire Roster Stats
To delete all player stats from all games, simply hit the **OK** button. This is useful at the beginning of a new season or playoffs where the rosters are essentially intact.

Clear Selective Game Range Stats
To delete all player stats selectively from a range of games, enter the desired range in the **Start** and **End Game Range** boxes**.**

Resequence Game Numbers Option
This option is used when clearing selective game range statistics. It has no effect when performing a clear of all stats for all games. Any box score and schedule entries will also be resequenced.

Consider the case where there were stats entries for games 1,2,3,4,5,6,7,8,9 with a game range of 3-5 selected for deletion:

Resequence Game Numbers box is unchecked: The game numbers for the remaining stats will be unchanged. Thus, the remaining games would be unchanged at 1,2,6,7,8,9.

Resequence Game Numbers box is checked: The game numbers outside the selected game range will be re-sequenced as follows:

Game numbers 1,2 stay unchanged as they are below the **Start** game threshold.
Game numbers 6,7,8, and 9 are beyond the **End** game threshold. They would be renumbered as 3,4,5,6 respectively.

The **Schedule / Edit Game Numbers** command can also be used to adjust/re-sequence game numbers as well.

9.5.4 Delete All Player Names and Stats From the Roster

To completely remove all player names and stats from both rosters, run the **Rosters / Delete All Players** command. This will also clear any box score and line score calculations that might have been run previously.

9.5.5 Transfer Player Stats

Rosters / Transfer Player command allows the user to transfer a player and their statistics between the Active and Expansion roster areas. This mechanism is useful when a player moves from Expansion to Active roster status or vice-versa. It is also used after stats importing to migrate players from one roster to another.

After a transfer operation has completed, the user will be prompted for the next player to be transferred. This speeds up roster cleanup, especially after importing operations.

9.5.6 Merge Player Stats

Rosters / Merge Players command allows the user to combine the stats from two players into a single entry. It can be performed on player entries across both Active and Expansion rosters.

The stats from the first player will be merged with the stats of the second player. Then, the first player entry will be removed from the roster. Before performing this operation, the user should examine the two player stats areas to ensure that the merge operation will produce the desired results.

A prompt will occur for each player name. The players may be in the same or different rosters.

9.5.6.1 Single-Season Mode Merge

Stats from identical game numbers will be merged into a single entry. Prior to the merge, the first and second player areas will be examined for matching game numbers in both areas. If this condition occurs, the user will be alerted to this condition and whether or not to continue.

9.5.6.2 Multi-Season Mode Merge

Stats from each player will be merged into a single entry based on matching Stats Year entries.

TIP:
The **Consolidate Expansion Roster** command can be used to perform bulk merging based on a specific Stats Year or all stats years.

After a merge operation has completed, the user will be prompted for another player pair to be merged. This speeds up roster cleanup, especially after importing operations.

9.6 Validating Player Statistics

During normal player stats entry or importing stats from an external file, player statistics are checked for consistency on a game-by-game basis (Single-Season Mode) or season-by-season basis (Multi-Season Mode).

In addition, an analysis of the stats area is performed at startup or on demand via the **Validate Stats** command.

9.6.1 Validation Details

Stats are validated according to the **Stats Entry Verification** rules.

As Excel files can become inadvertently corrupted, checks are performed on the complex formulas deployed in the player stats blocks. If found, an attempt will be made to correct them. Also, any **Stats Fragments** (sniglets) will be cleaned up.

The **Validate Stats** command can be used at any time to rescan for any inconsistencies. A report of the number of player stats records evaluated will be displayed.

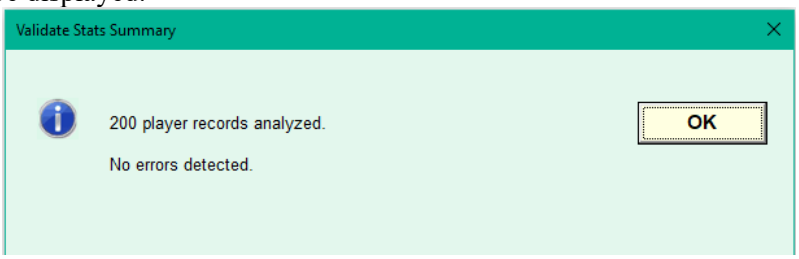


Figure 9-4 Validate Player Statistics Summary – No Errors

If any inconsistencies are detected, a report of the total number detected and the first player and game number or Season ID with an error will be displayed:

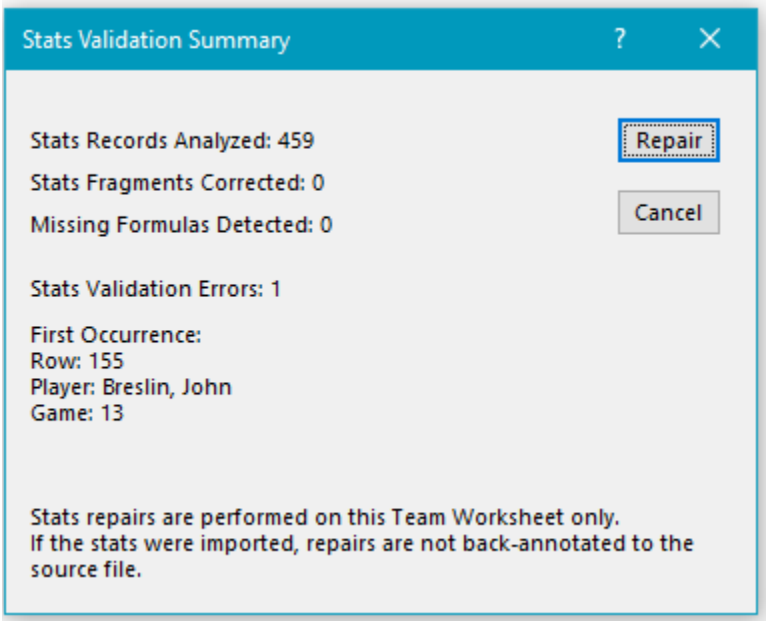


Figure 9-5 Validate Player Statistics Summary – Errors Detected

The user has the option of repairing the error(s) at this point or deferring to a later run of the **Player / Validate Stats** command. Hitting the **Repair** button will report the specific error associated with each player record followed by the standard **Player Update** dialog box for the actual repair. This sequence will be repeated until all detected errors have been resolved or the **Cancel** button has been pressed.

The **Box Score / Update, Batting Leaders / Calculate,** and **One Step Web Site** commands will also check for stats validation errors before proceeding.

Fixing the problems via the **Validate Stats** command allows other commands that depend on accurate stats to be executed. However, it is preferable to fix the problems at the original source and then re-import the stats to the ***SBC***. This way, the data sets are consistent and will not re-occur in the event that the same data is re-imported.

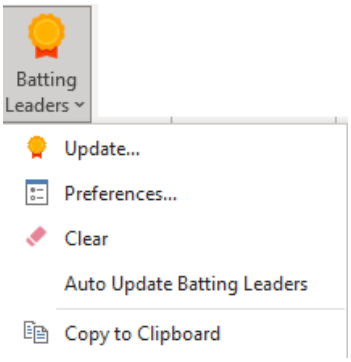
9.7 Exporting Stats

Stats records can be exported for use in other applications. See Exporting Stats for more details.

10 BATTING LEADERS

10.1 Overview

Batting Leaders in up to 19 selectable categories can be computed from the player batting statistics.



10.2 Static Parameters For Batting Leader Calculations

Static parameters that effect the calculation of the leaders are in the **Preferences** dialog:

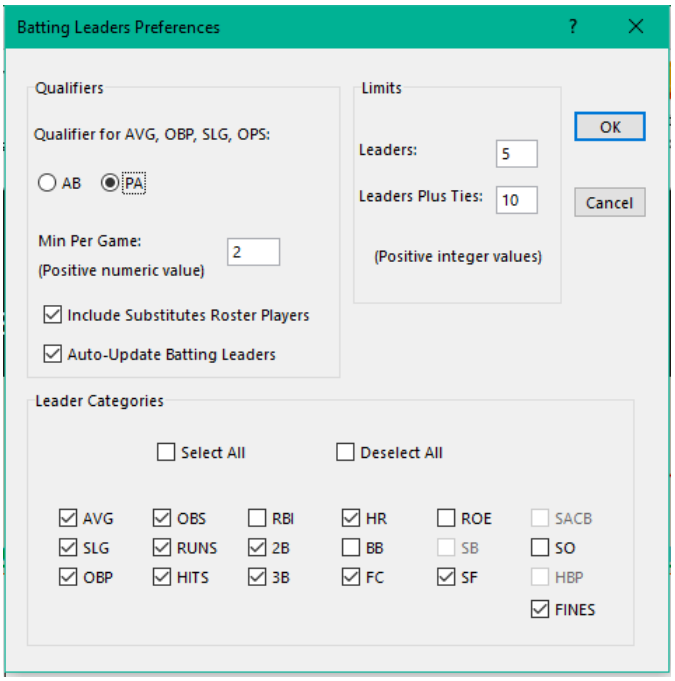


Figure 10-1 Static Batting Leaders Preferences Dialog

The user has the option of overriding some of the settings when the **Batting Leaders / Update** command is run.

10.2.1 Qualifiers

10.2.1.1 Min At Bats or Appearances Per Game

The user may choose to use either minimum **AB** or **PA** as a qualifier for the **AVG**, **SLG**, **OBP** and **OPS** leader categories. The **Min Per Game** parameter is multiplied by the number of completed games (not including forfeits) to determine the total qualifying number of **AB**'s or **PA**'s. This parameter can be any value greater than or equal to 0. Fractional values expressed in decimal notation are permitted. The result will be rounded down to the nearest integer.

The **Batting Leaders / Update** command will display the calculated minimum. The user may choose to override this value as desired.

10.2.1.2 Include Expansion Roster Players

When enabled, statistics from players in this category are included in the batting leaders calculations. Their stats are subject to the same qualifiers as for Active roster players. If a number of players stats have been merged into a single entry (e.g.: all substitutes for a season), you may wish to disable this option to prevent misleading/embarrassing leaders results.

This option can be changed if desired when the **Batting Leaders / Update** command is run.

10.2.1.3 Auto-Update Batting Leaders

When enabled, the batting leaders are automatically updated as needed. When disabled, the user is prompted to update. This option is always enabled in Basic Commands Mode.

10.2.2 Category Limits

10.2.2.1 Leaders

This parameter controls the number of players that will be shown in each batting leader category. This value must be less than or equal to the **Leaders Plus Ties** value.

10.2.2.2 Leaders Plus Ties

This parameter controls the maximum number of leaders in a category the event of a tie for the final spot. This is an overflow area. This value must be less than or equal to 10 and greater than or equal to the maximum **Leaders** value.

When there is a tie for the final spot and there is insufficient space to display all of the players, a count of the number of players that have the final spot will be reported instead. This will be in the form:

XX* tied with *YY

Selected categories with no entries display a value of:

None…

These situations are common when there are a small number of **AB**'s or **PA**'s at the beginning of the season, or in a tournament.

10.2.3 Leader Categories

This is an array of check boxes that allows the user to select which combination of leader categories will be displayed on the leader page. Two check boxes (**Select All** and **Deselect All**) allow rapid selection or de-selection of all categories. Any combination of selections is valid. Check boxes that are dimmed are not valid for the current ***SBC*** tracking modes.

The enabled leader categories will be displayed in the following order:

1. AVG (Batting Average)
2. SLG (Slugging Percentage)
3. OBP (On-base percentage)
4. OPS (On-base plus slugging percentage)
5. R (Runs)
6. H (Hits)
7. RBI (Runs Batted In)
8. 2B (Doubles)
9. 3B (Triples)
10. HR (Home Runs)
11. FC (Fielder's choice)
12. ROE (Reached on Error)
13. SF (Sacrifice Flies)
14. SB (Stolen Bases) *
15. BB (Bases on Balls / Walks)
16. SO (Strikeouts)
17. HBP (Hit by Pitch) *
18. SACB (Sacrifice Bunts) *
19. FINES **

* Indicates category not available in **Slow-Pitch Stats Tracking Mode**.
** Indicates category available when the **Fines** is enabled

A change to any of the **Leader Categories** from the current selections will result in a prompt to recalculate the batting leaders. The user can choose to ignore this and update at a later time via the **Batting Leaders / Update** command.

The **RBI** setting also affects the operation of Validating Player Statistics.

10.3 Calculating Batting Leaders

To perform this calculation:

1. Run the **Update** (**ctl+alt+L**) command. A display of the current parameters and options will occur.
   The **Last Completed Game** value will be displayed in the title line of the Leaders page:
   (eg: **Batting Leaders Thru Game: 22**)
   Minimum AB or **PA** will be displayed based on the number of **Completed Games** with stats
   Previous Value is the **Minimum AB** or **PA** value from the last **Batting Leaders / Update** run.
2. Modify any parameters as desired as described below. Any changes will be applied just for this calculation.
3. Hit the **OK** button. The leaders will be automatically calculated in each of the selected categories.

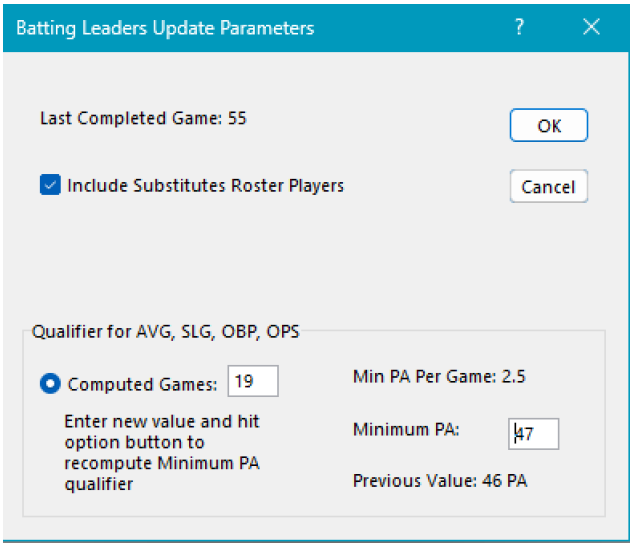


Figure 10-2 Update Batting Leaders Preferences

10.3.1 Runtime Parameter Overrides

You can override the computed **Minimum PA/AB** value directly. Alternatively, you can change the **Computed Games** value and hit the option button to compute a new **Minimum PA or AB.** The value used for the previous update is shown for reference. Inclusion of Expansion Roster (eg: **Include Substitutes Roster Players**) players can be changed as desired.

10.3.2 Leaders Summary Area

A calculation of the top leader in each selected batting category is also performed when the **Update** command is executed. Ties for first place in a category will be computed as well. This area can be viewed by the **Summary** button.

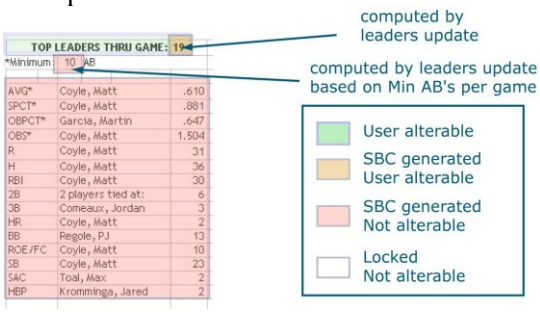


Figure 10-3 Leaders Summary Area

11 BOX SCORES

NOTE:
This capability is not active in Multi-Season Mode
as individual game statistics are combined into composite season statistics.

Box Score For Game: 18

	1	2	3	4	5	R
Steamrollers	2	1	5	5	2	15
Aces	11	1	4	4	-	20

Date: Sep 16, 2021 Field: Marvin
Time: 8:15 PM
Status: 5 inns.

		AB	R	H	2B	3B	HR	FC	SF	AVG
Breslin, John	P	4	2	4	0	0	0	0	0	1.000
Busa, Mark	RF	3	0	1	0	0	0	0	0	.333
Capobianco, Andy	2B	4	2	1	0	0	0	2	0	.250
Chopourian, Gary	RCF	3	1	2	0	0	0	0	0	.667
Dobosz, Tim	LF	4	2	2	1	0	0	0	0	.500
Parmet, Art	DH	3	2	3	0	0	0	0	0	1.000
Perrin, Matt	3B	4	2	4	1	0	0	0	0	1.000
Pinto, Mike	C	3	1	1	0	0	0	0	0	.333
Prizio, Joe	1B	3	2	3	0	0	0	0	0	1.000
Taitelbaum, Scott	LCF	4	3	3	0	0	0	1	0	.750
Woodbury, Josh	SS	4	3	3	0	0	0	0	0	.750
TOTALS:		**39**	**20**	**27**	**2**	**0**	**0**	**3**	**0**	**.692**

Figure 11-1 Box Score Sample

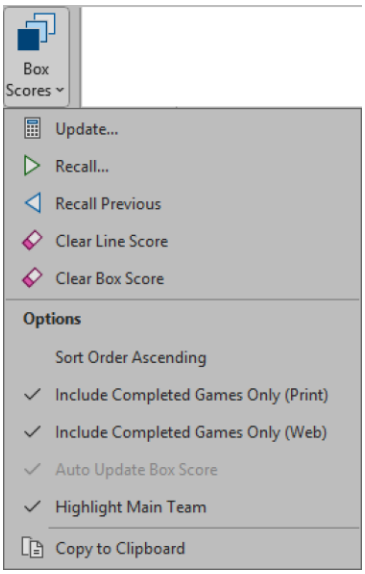
A box score is a compilation of the inning-by-inning line score plus batting statistics summary compiled from the stats of the participants of a game.

The **Game Schedule Manager** is used to maintain the game schedule and attribute information for each game. The **Box Score** functions operate on games that appear in the schedule. This includes games where there are batting stats but no line score or attribute information (**Stats Only**). Individual game box scores are re-called to the **Summary** page for review or updates such as entering the Line Score. Any modifications are then updated into the master game schedule.

Games with **Stats Only** can still generate a **Box Score**, but they will not have the accompanying attribute information.

For web sites and printed pages, a composite of **Box Scores** is generated. The list can comprise of all games or just completed games. The inclusion of **Box Scores** is optional.

11.1 Managing Box Scores



All relevant commands and options are in the **Box Scores** sub-menu.

11.1.1 Box Score Manager Operations

11.1.1.1 Recall A Game

To recall the box score and schedule information for a specific game, run the **Recall** command. Select the desired game number followed by **OK**.

The user can sequence through the display of stored line/box scores by using the **Recall Next** or **Recall Previous** Box Score command. The direction is based on the **Sort Order Ascending** option.

11.1.1.2 Add New Game Results

If this is the first time a box score is to be calculated for this game, run the **Recall** command to extract the game information from the schedule. Select the game from the list and hit **OK**.

If a schedule entry was previously entered for this game, the team names and schedule information will be recalled. If not, enter the team names, **Date**, **Time** and **Field** location as needed for this game below the Line Score area. The use of the **Status** field is optional.

Next, enter the inning-by-inning line scores.

The entries for runs in each inning can be any of the following:

- Positive integer values
- Blanks
- Non-numeric (e.g.: x, -)

A blank runs entry in an inning for one team but not the other is assumed to be 0 runs. Blank runs entries for both teams indicates no more runs entries (eg: a shortened game). A hyphen or **X** value indicates an inning where the home team did not bat in the final inning(s). Only integer values are computed into the total runs scored. The total runs for each team are updated after each entry. Finally, run the **Update** command.

11.1.1.2.1 Extra Innings Games

If a game goes beyond 10 innings, enter the total number of runs for each team for the extra innings under the **inning 10** labeled cell. Then, modify the label for the **inning 10** cell using one of the following formats:

- Game range for the extra innings (eg: **10-12**)
- **E, EI** or **EX**

	1	2	3	4	5	6	7	8	9	10-12	R
Hackers	1	2	0	3	5	1	0	0	0	0	12
Aces	1	1	4	1	0	3	2	0	0	1	13

Figure 11-2 Extra Innings Example

The label modification is stored unmodified as part of the **Update** process. To remove the label modification, change the **inning 10** label back to **10** and re-run the **Update** process.

NOTE:
Label modifications other than for **inning 10** are ignored.

If desired, add a **Status** field entry indicating the total number of innings.

11.1.1.3 Update a Previous Game

If changes need to be made to the team names, line score, **Date**, **Time**, **Field** location or **Status** of a game, recall the box score as above and make the changes. Then, run the **Update** command.

11.1.1.4 Clear Line Score Display

The **Clear Line Score** command will purge the home and visitor team line scores in the current display. This is useful when a new line score needs to be entered. The innings labels will be restored to the maximum number of innings. The box score, team names and game attributes (**Date**, **Time**, **Field** and **Status**) are not affected.

The stored line score for this game is not updated by this function. To update, enter the line score and run the **Update** command. Hit the **Add/Update** button and then hit **OK**.

11.1.1.5 Clear Box Score Display

The **Clear Box Score** command will purge the stats area of the box score in the current display. This is useful if it is not desired to display the box score. It does not delete any player stats associated with the selected game.

The line score and user definable areas of the box score display area (team names, **Date**, **Time**, **Field** and **Status**) are not affected.

11.1.2 Update Box Score Processing Options

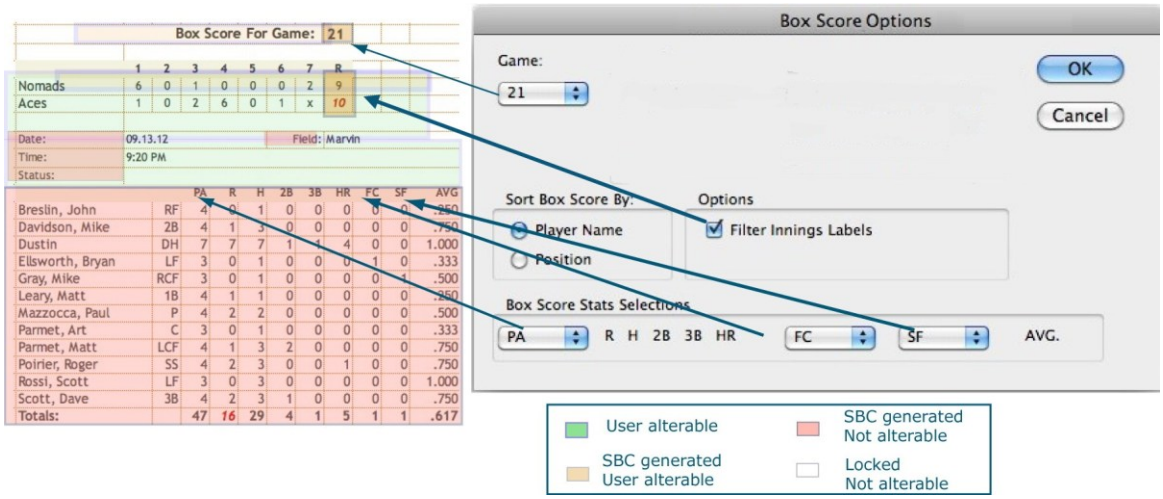


Figure 11-3 Box Score Processing Options

11.1.2.1 Box Score Sort Order

If **Player Name** is chosen, the entries are sorted alphabetically by player name.

If **Position** is chosen, players with predefined positions will appear first followed by any user-defined positions. If player positions have not been entered, this option defaults to alphabetic sort by player name.

11.1.2.2 Box Score Statistics Selections

The user has the option to display either **AB** or **PA** plus two selectable statistics of interest that will be displayed in the last two columns of the box score in this dialog. The available set of statistics is dependent on the setting of the **Slow-Pitch Stats Tracking** mode setting.

11.1.2.3 Line Score Innings Labels Filtering

The **Filter Innings Labels** option determines how the innings labels will appear:

- Checked (default): The innings number labels will appear only when there is an entry for either team in an inning.
- Unchecked: All innings labels will appear. This is the normal setting when entering a line score.

After calculating the box score, the line score total runs for each team will be placed after the last valid inning score entry.

11.1.2.4 Auto-Update Box Score

The current Box Score display on the Summary page will be updated as needed. This option is always enabled.

11.1.2.5 Main Team Name Highlighting

If this option is enabled and a **Main Team Name** has been selected, it will be shown in **bold text** in the Box Score display. This option is also available via **Configure / General Preferences**.

11.1.3 Box Score Update Processing

When the **Add/Update** function is checked and the **OK** button is pressed, the following sequence occurs:

1. Home and visitor team names are validated as teams in the division. One non-division team name is allowed.
2. Check to insure either the Home or Visitor team is the **Main Team Name**.
3. The line score, date, time and field location are checked for a previous box score for the selected game.
4. The selected **Game** number from the dialog box will be compared to the Game number field in the Box Score display for consistency. This a check to insure that the user is indeed updating the correct game entry.
5. Stats for participating Active and Expansion roster stats are extracted for the selected game. This will include players with **Played But Did Not Bat** status for the game.
6. Line scores, innings labels, and statistics totals for the selected game are processed.
7. Games marked as **Forfeit – Win** or **Forfeit – Loss** will be checked for correct score
8. Total runs scored for the **Main Team Name** in the line score will be compared to the total from the individual player stats compilation. This acts as a crosscheck for possible stats and/or line score entry errors. The total runs entries will be marked in **RED** to highlight this condition/

> **NOTE**:
> Runs scored validation (line score vs. Box Score) is bypassed for games marked as forfeits

Any errors or inconsistencies will be reported to the user for reconciliation.

11.1.3.1 Forfeit Games Processing

Games marked as **Forfeit – Win** or **Forfeit – Loss** in the **Status** field will be evaluated for a correct score based on how the ***SBC*** is configured (**Track SP Stats Only**). If an incorrect or missing score condition is detected, the user will be alerted with the option of automatic or manual score correction.

Valid forfeit scores are:

- Slow Pitch softball: W 7-0, L 0-7
- Fast Pitch/Modified softball: W 7-0, L 0-7
- Baseball: W 9-0, L 0-9

This condition will be highlighted in the current Box Score display, Game Schedule Page, and the composite Box Scores web or printed page. The **Schedule / Analyze** command will report the count as well as first game occurrence.

A custom score can be entered by marking the game **Status** as **Forfeit**.

11.2 Resolving Current vs. Saved Line Scores

When the **Update** function is run, the currently displayed line score, team names, date, time and location are checked against the stored versions for the selected game. If there are differences, the user will be prompted to use the stored version or the currently display version.

11.3 Box Scores for Web Pages and Printed Reports

A compilation of all box scores can be included as part of the **One Step Web Site** processing and **Print** commands. Individual options for web pages (**Web Composer / Include Completed Games Box Scores Only**) and print (**Print / Include Completed Games Box Scores Only**) control inclusion of all games (unchecked) or just completed games.

For web sites, the currently displayed game Box Score can be shown optionally on the **Home** page (**Web Composer / Preferences / One Step Web Site**). A separate web page contains all or just completed game Box scores.

Completed games are games that meet any of the following criteria:

- Games with line scores
- Games that have been resolved otherwise **(**Table 11-1)

Status Value
Canceled
Forfeit
Forfeit - Loss
Forfeit - Win
No Game
Postponed
Rainout
Suspended

Table 11-1 Resolved Games Status

11.3.1 Box Scores Sort Order

For printed pages and the box score web page, the box scores are sorted by game number or date/time depending on the **Schedule / Display Game Numbers** setting. They are displayed in **Ascending** or **Descending** order based on the **Sort Order Ascending** option. This setting also controls the local display sequencing used by the **Recall Next** or **Previous Box Score** command.

11.3.2 Box Scores for Stats Only

Games with just stats entries and no line score are not considered completed. If you are not using the schedule manager and still wish to see the stats for each game as a Box Score, you can still produce a box score web page by unchecking the **Web Composer / Include Completed Games Box Scores Only** option

12 USER NOTES AREA

This is a separate page with an unprotected block of cells. Some possible uses of this area are:

- Personal notes for the maintainer of the statistics
- Notices for the team, league, etc.
- Custom game schedule and upcoming events
- Detailed team roster information (e.g.: player contact information)

Entries in an individual cell are limited to a maximum of approximately 200 characters. Entries wider than the cell will span across adjacent cells.

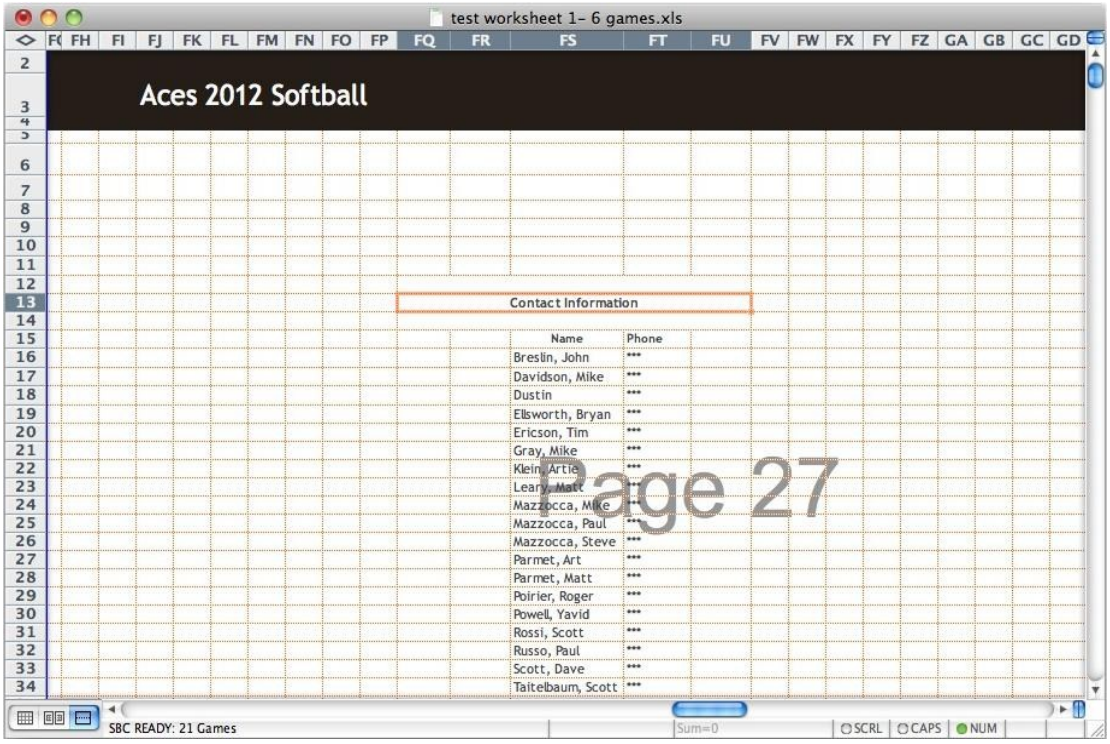
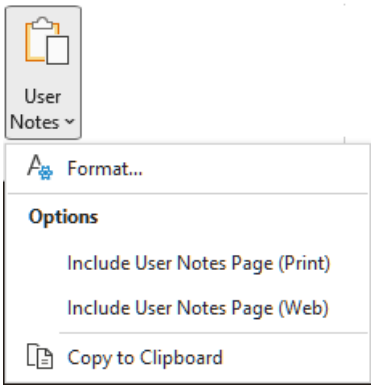


Figure 12-1 User Notes



12.1 User Notes Formatting

The cells in this area are normally formatted for text entries but can be reformatted as a group via the **Format** command.

The default parameters are shown. The user has the option of selective re-formatting of a cell, or group of cells by checking the **Apply to Selection Only** option. If unchecked, the operations are performed on the entire User Notes area.

Individual cells can be formatted by using the **Format / Cells** commands.

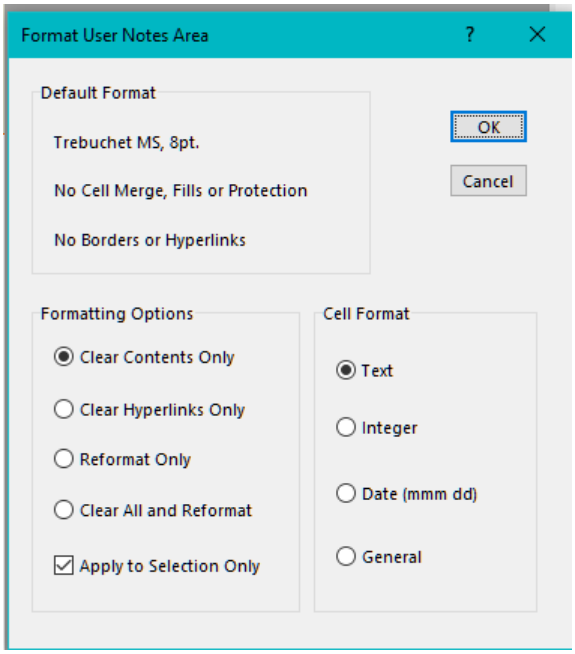


Figure 12-2 Format User Notes Area Dialog

12.2 Inlcude User Notes Web Page (Print and Web)

The **Include User Notes Page (Web)** option controls inclusion of this area as a separate web page during the **One Step Web Site** command.

Similarly, the **Include User Notes Page (Print)** option controls inclusion for printed pages. The masthead will be used for printed pages.

NOTE:
If a web page is generated for the User Notes area, use discretion when including personal information that could be harvested or indexed by web search engines, bots or AI scrapers.

12.2.1.1 User Notes Web Pages Content and Layout

When a web page is generated, this area will be minimized both horizontally and vertically to the non-blank cell area and then centered in the web page content area. The first non-blank cell in the area will be interpreted as a title line and highlighted in the web page. If this is not desired, place a single space in one of the cells in the first active row.

The ***SBC*** is configured to automatically render the User Notes content area as a mobile-first, Responsive Design web table. Consistent with mobile layout strategies, vertical scrolling is active, but horizontal scrolling is inactive.

With Responsive Design, the first 10 columns of the area are always visible on all devices. On intermediate width devices, columns 1-15 are visible. On large displays (desktops computers and large tablets), all columns are visible.

If the target audience includes mobile device users, some consideration should be given to the amount of content to be incorporated for each device size range. Mobile devices have narrower viewing areas than desktop browsers. Therefore, the content should be kept sparse and more vertical in structure. Place the most important content in the first 10 columns and the next most important in columns 11-15. This will improve readability.

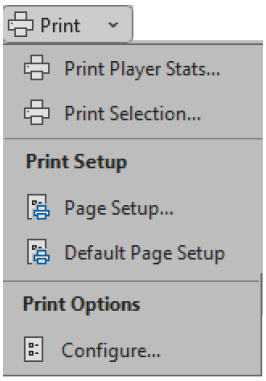
NOTE:
You may choose to add a notice to the user that more information is available by rotating the device will show additional information.

As the content of the User Notes page is under user control coupled with the wide range of mobile screen sizes and resolutions, this may take some experimentation.

In Expanded Commands mode, custom hyperlinks can be added to cells in the User Notes area via the **Web Composer / Links / Edit Hyperlink** command.

The **Zebra Striping** option in the **Web Composer / Preferences / One Step Web Site Preferences / User Notes Web Page** controls the application of zebra striping to the table area of the User Notes page for increased readability. The title lines are not striped. A separate **Stats Tables Zebra Striping** setting controls striping of tabular-style data for the other web pages.

13 PRINTING REPORTS



13.1 Printing The Team Worksheet Print (ctl+P)

This command will perform a structured printing of the ***SBC*** Team Worksheet content. The user has control of the selected content areas that will be included.

Each major content selection will be printed on separate pages. The user has the option of printing **Box Scores** and detailed **Player Stats** as one per page or to pack as many as possible on one page (**Best Fit** options).

The results are displayed using the Microsoft Office Backstage facility. They can be reformatted, previewed as desired and then printed or saved to a **pdf** format file.

13.2 Print Configuration Options

The user can select specific content areas to be included. Modified selections will be retained for future printing.

Options that are dimmed are not available for the current state of the Team Worksheet. For example, **Schedule** and **Box Scores** will be disabled on Multi-Season Mode Team Worksheets. Empty rosters or no stats conditions will disable others as needed.

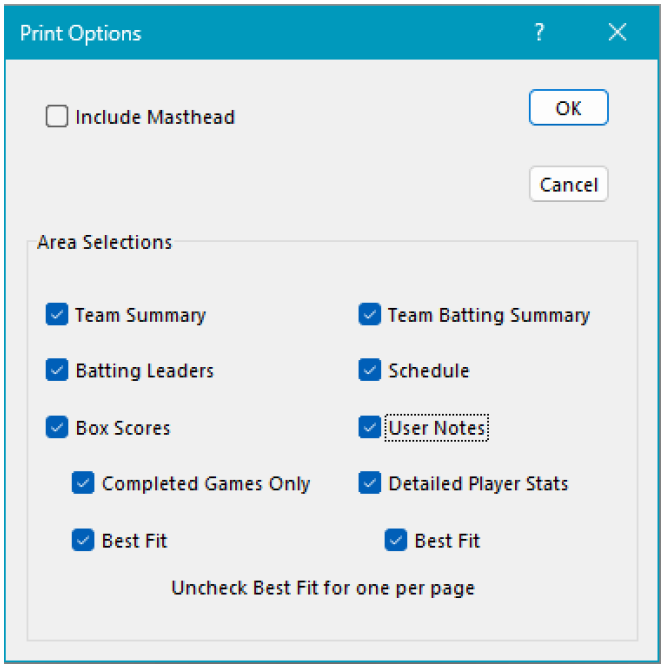


Figure 13-1 Print Selection Options

13.2.1.1 Include Masthead

By default, the mastheads will not be printed as a banner on each page (saves ink ☺). Enable the **Include Masthead** option to include printing of the masthead based on the selected area. Activating this option may increase the number of printed pages.

13.2.1.2 Player Stats Best Fit new 5.70

The **Detailed Player Stats** has the option of printing as one player per page or a **Best Fit** to pack as many players on a page as possible. Uncheck this option to print each detailed player stats on a separate page.

It is recommended to try the **Best Fit** option and preview the results first as it will result in fewer pages.

13.2.1.3 Box Scores Best Fit

The **Box Scores** has the option of printing one box score per page or a **Best Fit** to pack as many Box Scores on a page as possible without splitting the results onto multiple pages. Uncheck this option to print each box score on a separate page.

It is recommended to try the **Best Fit** option and preview the results first as it will result in fewer pages.

13.2.1.4 Box Scores Completed Games Only

This option determines whether all box scores are printed or just the completed games.

13.2.2 Print Options / Configure

This command invokes the print area selections dialog as described previously. No printing will occur.

13.3 Print Player Stats

This command allows printing of the stats for a specific player. No other areas are printed.

13.4 Print Selection

A manually selected contiguous area can be printed by using the **Print Selection** command. Select the cells with the cursor.

13.5 Saving Results to PDF

After a print command has been executed, the results can be saved to a **pdf** file by using the **Export / Create PDF /XPS Document** command from the Backstage commands gallery.

NOTE:
Using the **Save As** command from the Backstage command gallery with a **pdf** extension will **not** produce a structured print report.

13.6 Printer Device Configuration

Prior to using the print commands, ensure that a valid printer device has been configured using the Windows **Settings / Bluetooth and devices / Printers and Scanners**.

13.6.1 Printer Selection

Hitting the **File** tab invokes the **Backstage** panel. Selecting **Print** allows the user to select a specific printer device for use by the ***SBC***. Initially, the default system printer will be selected.

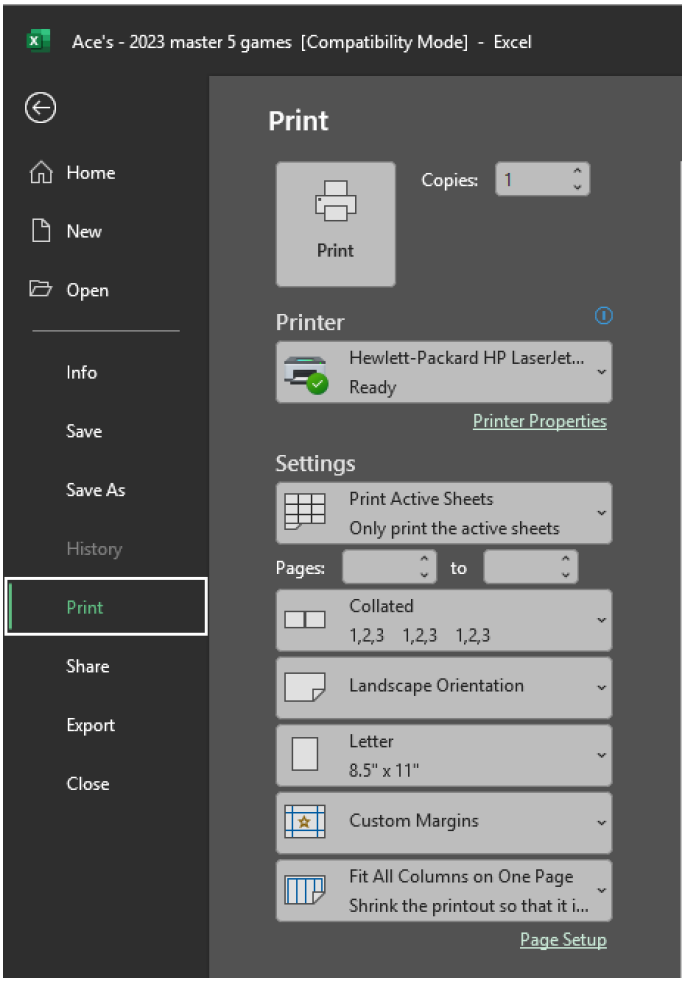


Figure 13-2 Backstage Print Settings

13.6.2 Page Setup

The critical print options are pre-configured by the ***SBC***. These include **Landscape** orientation, margins and **Fit to One Page Wide** option checked. The **Fit to One Page Tall** option is left blank.

Settings can be modified and the results evaluated in the Office Backstage after executing an ***SBC*** Print command. Any changes can be made permanent via the Backstage **Page Setup** command or later via the **General / Print / Page Setup** command. The **Print / Default Page Setup** command can be used to restore predefined ***SBC*** print settings.

13.6.3 Print / Default Page Setup

This command can be used to reset back to the default ***SBC*** settings.

13.7 Printing Problems

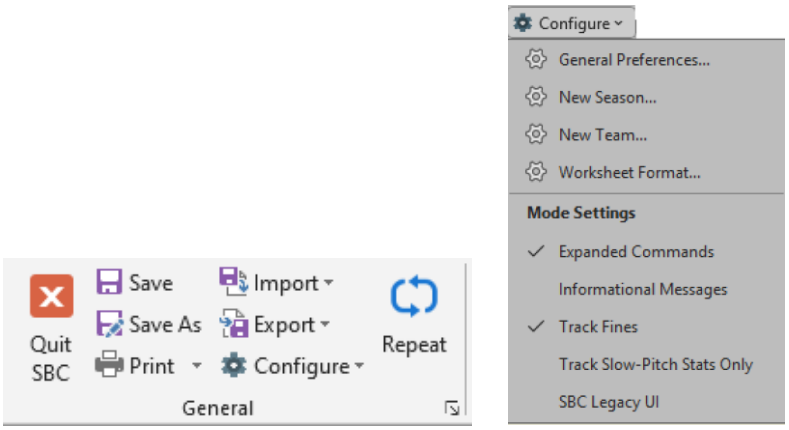
The most common problems that arise can usually be solved by reviewing the basic print settings or by re-running the **General / Print /Default Page Setup** command.

13.7.1 Small Print

If the text on the printed pages appears very small, this is usually due to incorrect **Print Setup** settings which should be set to **Fit to 1 Page Wide** checked and the **Fit to 1 Page Tall** option left blank.

The print parameters may be modified via the **Page Setup** command or set back to the defaults via the **Default Page Setup** command.

14 GLOBAL CONFIGRATION SETTINGS



Under the **SBC Ribbon UI**, most options are under their respective functional groups. The global settings are under the **Configure / General Preferences.** Alternatively, the icon in the lower right-hand corner in the ribbon **General** group can be used.

Text colors, styling and area fills are automatically set by selection of one of the **Web Themes**. However, certain colors can be modified. Defined HTML color settings can be selected from the dropdown lists. Samples of these colors are shown in **APPENDIX B - DEFINED HTML WEB COLOR NAMES**. Custom color values can be deployed as well. See HTML Color Management for more details on color parameter entry.

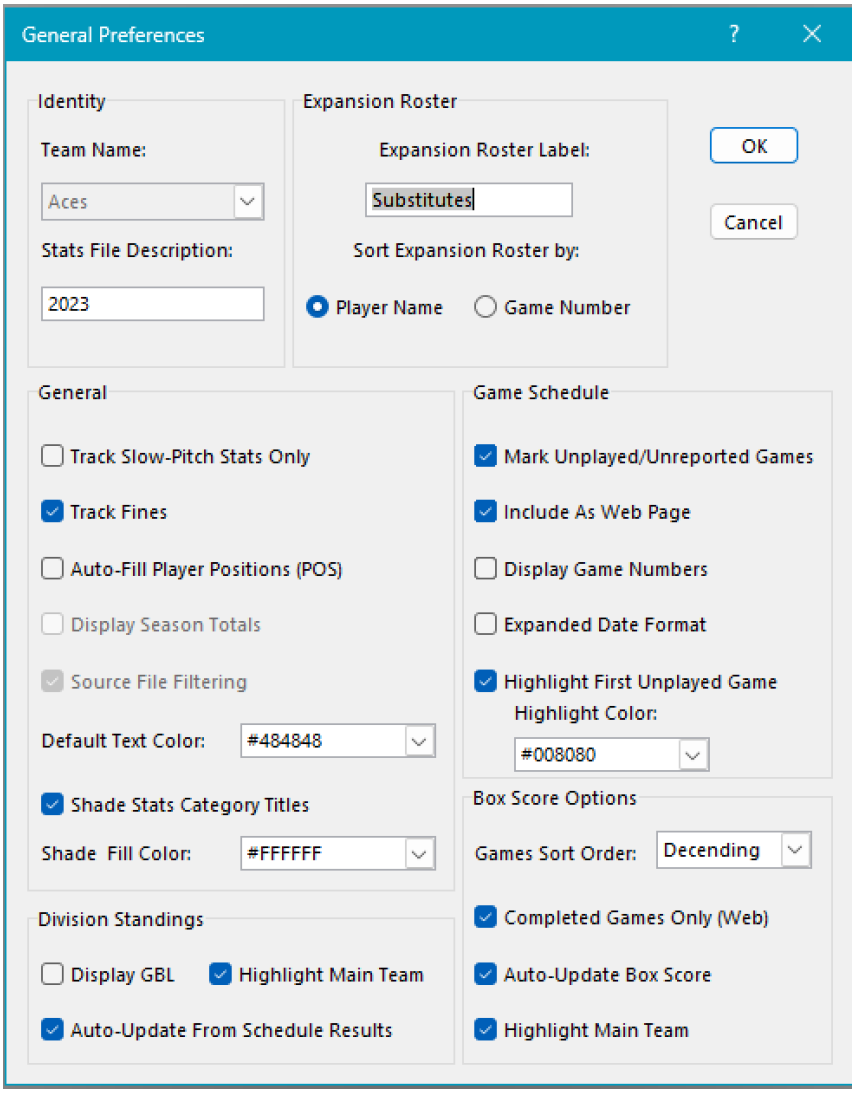


Figure 14-1 General Preferences Dialog in Single-Season Mode

The major options are described below. See the individual topics for more details regarding other options.

14.1 Identity Settings

14.1.1 Team Name

This parameter is used to identify your **Main Team Name**. A dropdown selection list displays the available team names extracted from the Division Standings area of the Team Worksheet. If you do not see a list of names, this indicates that the team names in the Division Standings have not been configured. The **Main Team Name** cannot be changed unless there is at least one team entry in the standings.

NOTE:
To prevent schedule corruption in Single-Season Mode, the **Main Team Name** cannot be changed if there are entries in the schedule. Thus, to modify the **Team Name** the schedule must be cleared first.

14.1.2 Stats File Description

This field is used to provide a unique identifier for the statistics contained in this Team Worksheet. Traditionally, the calendar year associated with the stats is entered. However, it can be any non-blank entry such as playoffs, tournaments, etc. This field is used during stats importing with other Team Worksheets in Multi-Season Mode.

NOTE:
It is advised to keep this entry short as it will be displayed in the **SEA** (Season) column entries on Multi-Season Mode Team Worksheets.

14.2 Expansion Roster Settings

14.2.1 Expansion Roster Label

This parameter controls the label that is shown for this player category. It can be any non-blank text value. Examples might be Substitutes, Taxi Squad. Drive-By's, Reserves, etc.

14.3 Miscellaneous Settings

14.3.1 Source File Filtering

This option is always enabled.

14.3.2 Default Text Color

This option allows global modification of the primary text color. This color will be reflected on the screen as well as on printed and web pages. Individual cells can override this setting as desired.

14.3.3 Shade Stats Category Titles

When checked, the **Shade Fill Color** will be applied to all category titles. This will be visible on the screen as well as on printed and web pages. This can be disabled as desired to save on printer ink. This parameter is configured accordingly when a **Web Theme** is selected.

14.4 User Alterable Cells

Certain cells on the Team Worksheet may be customized. The **View** tab options**:** **Gridlines** and **Headings** may be useful when performing these operations. The gridlines and headings options are for screen viewing only.

14.4.1 Masthead Banners

The header area from the Team Summary page is used as the header for all web pages. Any changes to the content or format of the **Masthead Banner** line can be propagated to the other masthead banners (Batting Summary, Batting Leaders, User Notes, individual player stats pages) via the **Format / Cells / Update Masthead Banners** command. These will be reflected on printed pages.

14.4.2 Team Summary Area

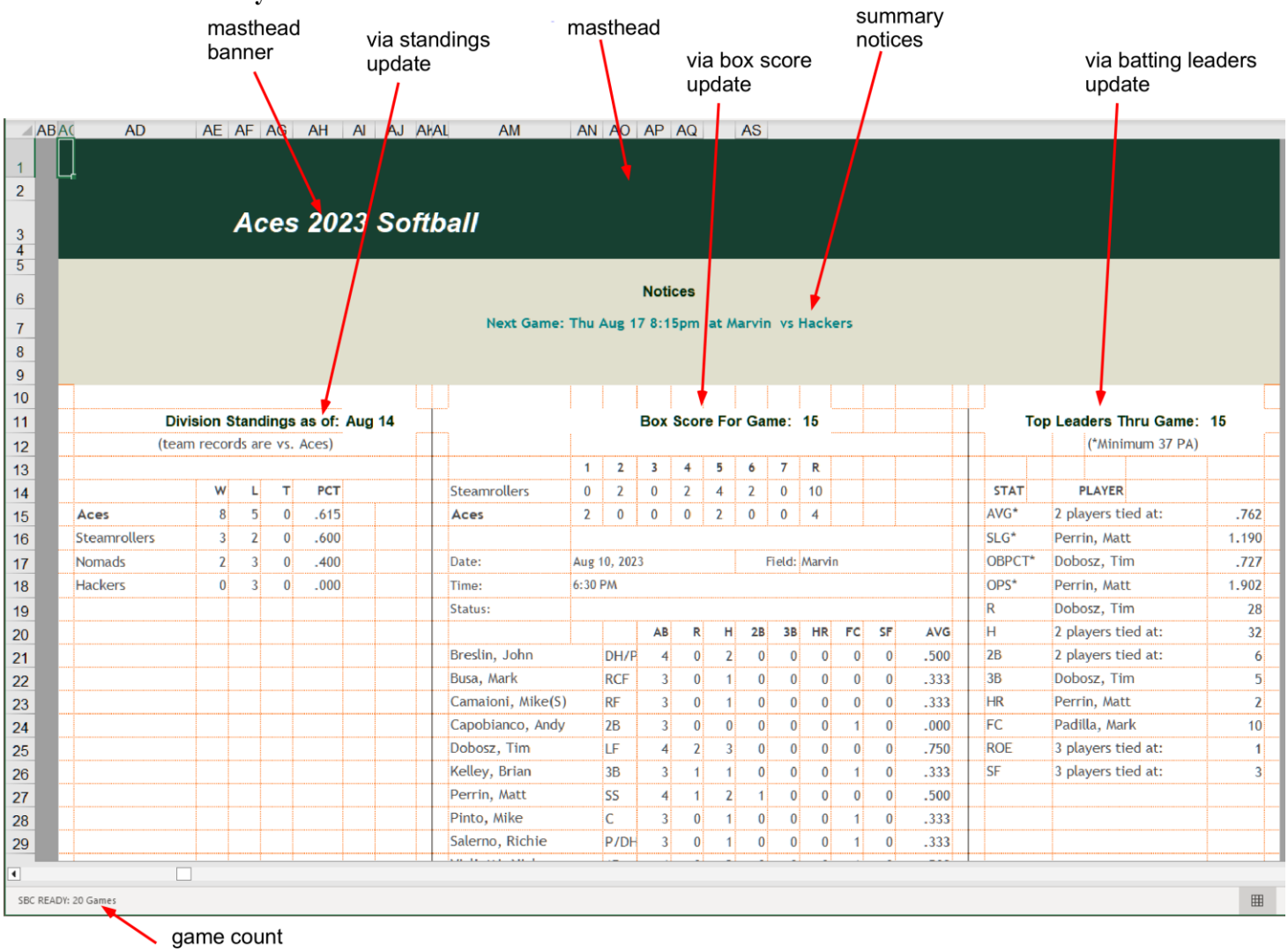


Figure 14-2 Team Summary Page Layout

The masthead text from the Team Summary page is used for this page for printed as well as for all web pages.

14.4.3 Batting Summary Area

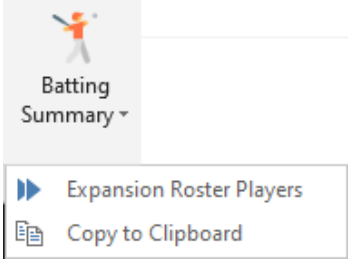
Aces 2023 Softball

2023 Team Batting Statistics

	G	PA	AB	R	H	RBI	2B	3B	HR	BB	FC	ROE	SF	SO	FINES	AVG	SLG	OBP	OPS
Berkeley, Brian	6	23	23	11	15	0	2	0	1	0	0	0	0	0	$0.00	.652	.870	.652	1.522
Breslin, John	10	40	37	9	20	0	2	0	0	0	1	0	3	0	$0.00	.541	.595	.500	1.095
Busa, Mark	8	32	32	13	22	0	2	1	0	0	5	0	0	0	$0.00	.688	.813	.688	1.500
Capobianco, Andy	9	33	33	11	18	0	2	0	0	0	4	1	0	0	$0.00	.545	.606	.545	1.152
Dobosz, Tim	10	44	42	28	32	0	4	5	1	0	1	0	2	0	$0.00	.762	1.167	.727	1.894
Dustin	0	0	0	0	0	0	0	0	0	0	0	0	0	0	$0.00	.000	.000	.000	.000
Gallagher, Brian	5	20	20	5	12	0	2	0	0	0	1	0	0	0	$0.00	.600	.700	.600	1.300
Kelley, Brian	10	35	34	12	15	0	0	0	0	0	4	0	1	0	$0.00	.441	.441	.429	.870
Montrond, Don	1	5	5	3	4	0	2	1	0	0	1	0	0	0	$0.00	.800	1.600	.800	2.400
Murphy, Eddie	0	0	0	0	0	0	0	0	0	0	0	0	0	0	$0.00	.000	.000	.000	.000
Padilla, Mark	12	44	44	14	19	0	0	0	0	0	10	0	0	0	$0.00	.432	.432	.432	.864
Perrin, Matt	11	45	42	15	32	0	6	3	2	0	1	0	3	0	$0.00	.762	1.190	.711	1.902
Pinto, Mike	10	38	38	6	16	0	0	0	0	0	7	0	0	0	$0.00	.421	.421	.421	.842
Rodriguez, Ed	4	16	15	4	6	0	1	0	0	0	2	0	1	0	$0.00	.400	.467	.375	.842
Rutstein, Ed	0	0	0	0	0	0	0	0	0	0	0	0	0	0	$0.00	.000	.000	.000	.000
Salerno, Richie	9	33	33	4	18	0	0	0	0	0	3	0	0	0	$0.00	.545	.545	.545	1.091
Taitelbaum, Scott	0	0	0	0	0	0	0	0	0	0	0	0	0	0	$0.00	.000	.000	.000	.000
Vigliotti, Nick	11	47	44	19	31	0	6	1	0	0	4	0	3	0	$0.00	.705	.886	.660	1.546
Williams, Ryan	11	47	47	18	31	0	2	0	0	0	3	1	0	0	$0.00	.660	.702	.660	1.362
Woodbury, Josh	2	8	8	1	3	0	0	0	1	0	0	0	0	0	$0.00	.375	.750	.375	1.125
Substitutes	5	29	29	6	15	0	2	0	1	0	1	1	0	0	$0.00	.517	.690	.517	1.207
TOTALS:	13	539	526	179	309	0	33	11	6	0	48	3	13	0	$0.00	.587	.726	.573	1.300

SBC READY: 20 Games

Figure 14-3 Batting Summary Page Layout



Use the **Batting Summary** button to navigate to this area. This masthead area is used on printed pages for the batting summary, detailed player stats, batting leaders, and box scores.

The banner above the team batting summary (**Team Batting Statistics**) may be altered as desired. For example, at the end of the season, you might want to change this to **Final Season Statistics**.

14.4.4 Batting Leaders Area

Aces 2023 Softball

Batting Leaders Thru Game: 15

(*Minimum 37 PA)

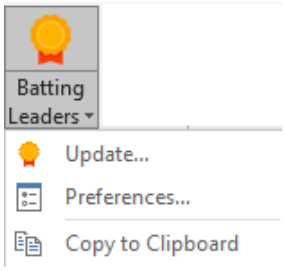
Batting Avg*		Slugging Pct*		On-Base Pct*		On-Base Plus Slugging Pct*		Runs	
Dobosz, Tim	.762	Perrin, Matt	1.190	Dobosz, Tim	.727	Perrin, Matt	1.902	Dobosz, Tim	28
Perrin, Matt	.762	Dobosz, Tim	1.167	Perrin, Matt	.711	Dobosz, Tim	1.894	Vigliotti, Nick	19
Vigliotti, Nick	.705	Vigliotti, Nick	.886	Vigliotti, Nick	.660	Vigliotti, Nick	1.546	Williams, Ryan	18
Williams, Ryan	.660	Williams, Ryan	.702	Williams, Ryan	.660	Williams, Ryan	1.362	Perrin, Matt	15
Breslin, John	.541	Breslin, John	.595	Breslin, John	.500	Breslin, John	1.095	Padilla, Mark	14

Hits		Doubles		Triples		Home Runs		Fielder's Choice	
Dobosz, Tim	32	Perrin, Matt	6	Dobosz, Tim	5	Perrin, Matt	2	Padilla, Mark	10
Perrin, Matt	32	Vigliotti, Nick	6	Perrin, Matt	3	Berkeley, Brian	1	Pinto, Mike	7
Vigliotti, Nick	31	Dobosz, Tim	4	Busa, Mark	1	Dobosz, Tim	1	Busa, Mark	5
Williams, Ryan	31	Berkeley, Brian	2	Montrond, Don	1	Leece, Gianni(S)	1	Capobianco, Andy	4
Busa, Mark	22	Breslin, John	2	Vigliotti, Nick	1	Woodbury, Josh	1	Kelley, Brian	4
		Busa, Mark	2					Vigliotti, Nick	4
		Capobianco, Andy	2						
		Gallagher, Brian	2						
		Montrond, Don	2						
		Williams, Ryan	2						

Reached on Error		Sac Flies	
Camblin, Phil(S)	1	Breslin, John	3
Capobianco, Andy	1	Perrin, Matt	3
Williams, Ryan	1	Vigliotti, Nick	3
		Dobosz, Tim	2
		Kelley, Brian	1

SBC READY: 20 Games

Figure 14-4 Batting Leaders Page Layout



Use the **Batting Leaders** button to navigate to this area.

The ***SBC*** will check to see if the banner above the batting leaders ("Batting Leaders Thru Game:") is blank at startup. If this is the case, the default banner will be regenerated.

The banner may be altered as desired. For example, at the end of the season, you might change this to "Final 2011 Batting Leaders". The game number next to the banner could be blanked out if desired as well.

14.4.5 Game Schedule Page

Aces 2023 Softball

2023 Schedule and Results

Click to subscribe to schedule

Cancellation Status: on game days after 4:30pm

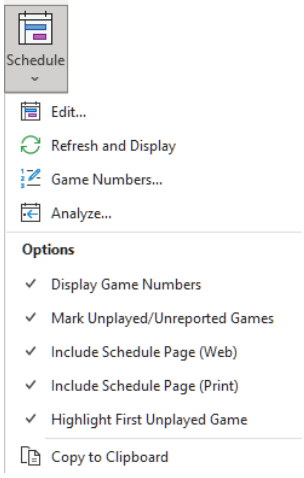
Game	Date	Time	Field	Opponent	Score	Status
1	May 04	6:30pm	Marvin	Hackers	W 13-11	
2	May 11	8:15pm	Marvin	at Nomads	W 20-12	
3	May 18	6:30pm	Marvin	Steamrollers	W 11-5	
4	May 25	7:50pm	Marvin	at Hackers	W 25-2	5 inns.
5	Jun 01	6:30pm	Marvin	Nomads	W 16-5	
6	Jun 08	9:15pm	Marvin	at Steamrollers	L 18-17	6 inns.
7	Jun 15	7:45pm	Rotary	at Hackers	-	Canceled
8	Jun 22	7:50pm	Marvin	Nomads	L 18-14	
9	Jun 29	6:30pm	Marvin	at Steamrollers	L 10-6	
10	Jul 06	8:15pm	Rotary	Hackers	W 14-10	
11	Jul 13	9:15pm	Marvin	at Nomads	W 7-4	
12	Jul 20	8:15pm	Marvin	Steamrollers	W 18-9	
13	Jul 27	6:30pm	Marvin	Hackers	-	Rainout
14	Aug 03	8:15pm	Marvin	at Nomads	L 15-14	
15	Aug 10	6:30pm	Marvin	Steamrollers	L 10-4	
16	**Aug 17**	**8:15pm**	**Marvin**	**at Hackers**	**-**	**TBP**
17	Aug 24	6:30pm	Marvin	Nomads	-	TBP
18	Aug 31	8:15pm	Marvin	at Steamrollers	-	TBP
19	Sep 07	6:30pm	Marvin	Hackers	-	TBP
20	Sep 14	8:15pm	Marvin	at Nomads	-	TBP

Record: 8-5-0 **Streak: L2**

Avg R Scored: 13.8 Avg W Margin: 8.3

Avg R Allowed: 9.9 Avg L Margin: 3.2 TBP: To Be Played

Figure 14-5 Game Schedule Page Layout



Use the **Schedule** button to navigate to this area. This masthead area is used for the schedule printed pages.

The banners above the table in cells **GO6** thru **GO10** may be altered as desired. The cells in the **Game** column can be optionally displayed. The cells (**GO12** and below) are unlocked as well.

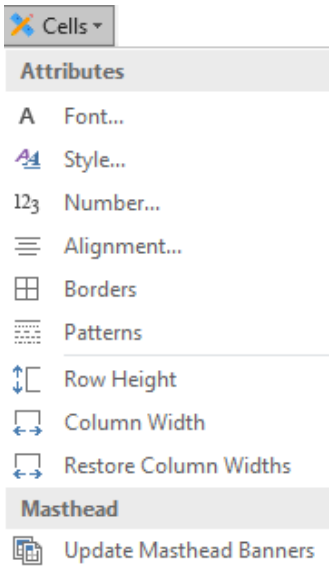
The **Configure / General Preferences** **Highlight Color** controls the color for the **Highlight First Unplayed Game** (row 28 in the example).

15 MODIFYING CELL FORMATS

The formats are automatically set by selection of one of the defined **Web Themes**. However, certain attributes can be modified.

Defined HTML color settings can be selected from the dropdown lists. Samples of these colors are shown in **APPENDIX B - DEFINED HTML WEB COLOR NAMES**. Custom color values can be deployed as well. See HTML Color Management for more details on color parameter entry.

15.1 Safe Mode Formatting



As the Team Worksheets are protected, many of the traditional formatting commands on the **Home** tab are disabled including commands that are not dimmed such as in the **Font** subsection.

The ***SBC*** provides a safe method for format changes via the **Cells** commands. These changes can be performed on any area of the Team Worksheet without possibility of worksheet formula corruption. Individual cells can be modified by selecting the cell(s) of interest. Then use the commands under the **Format / Cells** menu. If you wish to make other global changes to all text on the Team Worksheet (except the header areas), click on the **Format / Select All** button first.

Configure / General Preferences:

1. **Default Text Color** – Global color for all areas except masthead and banners.
2. **Category Titles Shade Color** – For print and web pages.

Format / Cells

1. **Font** - Font style and color selection
2. **Borders** – Selection of the standard set of cell borders
3. **Alignment** – Text alignment within cell(s)
4. **Patterns** – Cell fill patterns
5. **Row** and **Column** sizing (Expanded Commands Mode only)

15.1.1 Masthead Banners

If the **Font** command is executed with the Summary Page masthead text line selected, the user will be prompted to update all of the other mastheads with these changes. The **Format / Cells /Update Masthead Banners** command can be used at any time to propagate these changes as desired. The content of the mastheads will remain unchanged.

15.1.2 Formatting Commands for User Notes Area

NOTE:
These should be used in the User Notes are only. Otherwise, unpredictable results may occur. Ensure that you maintain a backup copy of your Team Worksheet when performing these operations.

15.1.2.1 Cell Sizing

Additional commands for **Row Height**, **Column Width,** and **Restore Column Widths** are provided.

15.1.2.2 Align Text

The **Alignment** command provides for basic changes for in text alignment within a cell or group of cells. These include left, center, right and justify.

NOTE:
Some of the more esoteric alignment styles such as text rotation, vertical text display, etc. will not be reflected on web pages.

15.1.3 Cell Borders

There are a large number of potential cell border styles that can be applied via the **Borders** command.

15.1.3.1 Screen and Printed Pages

Any of these border styles can be used for screen viewing and printed pages.

15.1.3.2 Web Pages

HTML/CSS3 web standards only define the four perimeter cell borders. Any of the more esoteric borders (e.g.: 45º, center cell lines) do not have a comparable CSS attribute and are ignored.

The ***SBC*** implements four of the possible HTML/CSS3 border styles: **solid, double, dotted** and **dashed**. Thus, it is not possible to map every Excel border style to an equivalent web page border style. Table 15-1 shows the available mapping of Excel border styles to the equivalent CSS style. Styles mapped to the closest CSS style are marked with an asterisk.

Excel Style	*Web Style Mapping*
thin solid	1px solid
hairline	1px dotted
thin dotted	1px dotted
thin dash	1px dashed
thin dot-dash	1px dashed*
thin dot-dot-dash	1px dashed*
thin double	2px double*
medium solid	2px solid
medium dash	2px dashed
medium dot-dash	2px dashed*
medium dot-dot-dash	2px dashed*
medium hashed	2px dashed*
thick solid	3px solid

Table 15-1 Cell Border Style Mapping

Each of the four cell-borders can be mapped separately with style and color. Adjacent cells with borders are merged into a single border.

Cell borders incur significant additional processing time for web pages. Thus, by default, cell border attributes are not mapped to web pages as the **Web Themes** do not employ border attributes. To enable border processing, activate **Web Composer / Preferences / General / Process Border Style Overrides** option.

15.1.4 Fills and Patterns

The **Patterns** command provides both foreground and background color and pattern fill control.

15.1.4.1 Screen and Printed Pages

The pattern fills will be reflected on the screen and on printed pages.

15.1.4.2 Web Pages

Patterns are not implemented on web pages.

16 CREATING A BASIC WEB SITE

16.1 Overview

The ***SBC*** can generate a totally integrated web site optimized for viewing on both desktop and mobile browsers. The ***SBC*** generates mobile-first, Responsive Design web files that will dynamically adjust the layout and content based on the user's device and orientation.

NOTE:

The web site pages do not contain ad-ware or Internet tracking code (visible or hidden).
They do not employ the use of web cookies.
All operations are solely a result of the user's navigation of the site.

A single **Web Composer / One Step Web Site** command (**ctl+alt+W**) creates a web site. The user does not need to know anything about web page authoring.

Figures 16-1 and 16-2 show examples of the home pages as viewed on a desktop browser plus iPhone® and Android / Samsung Galaxy® mobile devices. A masthead comprising of the banner text above the team summary plus a hyperlinked navigation bar will be generated on the top of each page.

NOTE:
The page content is dynamically adjusted (responsive design) for the reduced viewing area of mobile devices. This is especially the case for batting summary and detailed stats pages. If a small device screen is detected in portrait mode, a notice will appear under the block title:

↺ Rotate device for expanded stats categories ↺

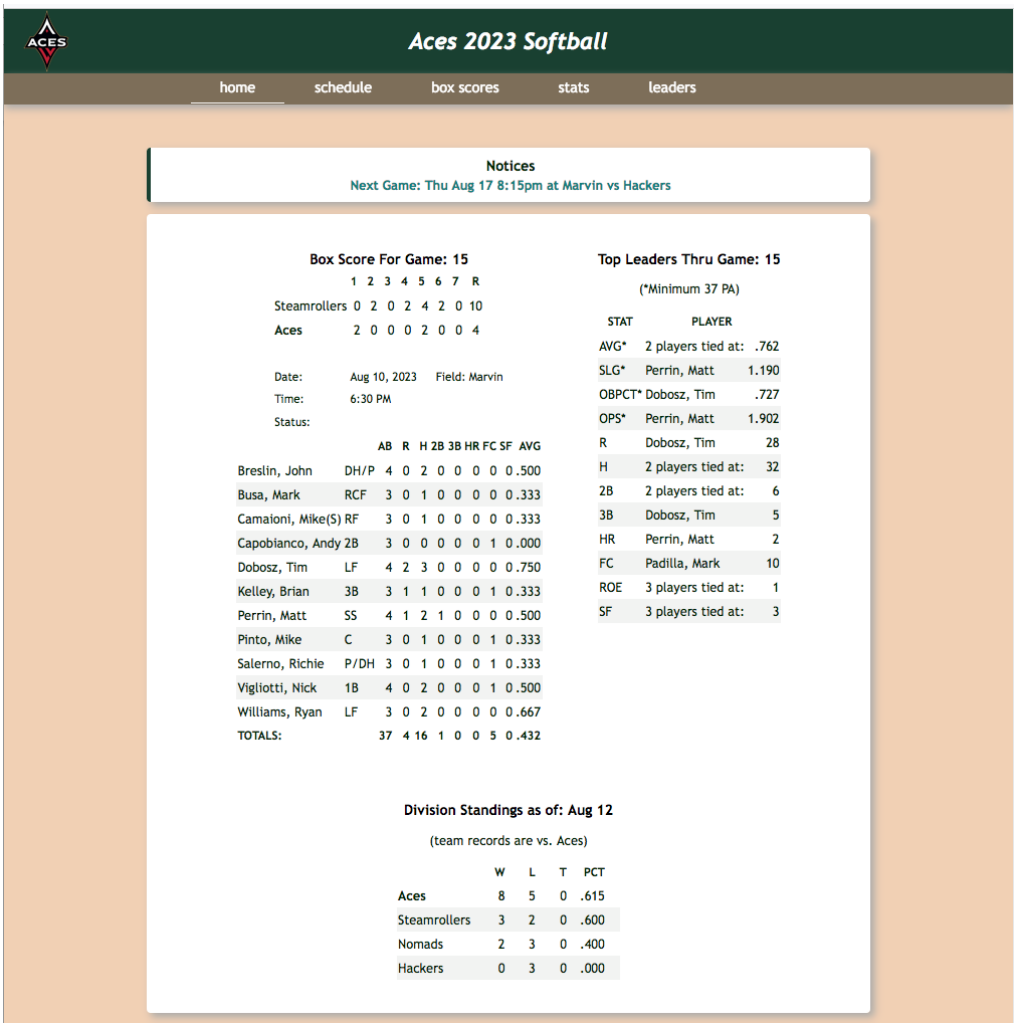


Figure 16-1 Web Page Example Viewed on Desktop Browser

iPhone iPhone (nav bar visible) Samsung Galaxy S2

Figure 16-2 Web Page Examples Viewed on Mobile Devices

The style and coloring of the web site is determined by the current **Web Theme** selection. See **APPENDIX C – PRE-DEFINED WEB THEMES** for choices. A choice of a **Selectable Masthead Icon** is available.

16.1.1 Privacy and Security Compliance

The web pages generated by the **One Step Web Site** command do not deploy elements that would violate common standards such as the EU's GDPR or California's Consumer Data Privacy Act. See ***Privacy and Security Policy*** for a detailed discussion and activation of a Privacy and Security Web Page.

16.1.2 Browser Compatibility

The ***SBC*** generates efficient, standards-compliant HTML5 and CSS3 web pages. It does not make use of any browser-specific functionality. As a result, the web pages appear similar on a variety of current desktop and mobile browsers including Google Chrome, Edge, Firefox, Opera (full versions), Safari, iPhone/iPad iOS mobile, Android mobile and others. Minimalist browsers such as Opera Mini may not provide acceptable results.

NOTE:
Java is ***not*** used to display the generated web pages.
However, Javascript ***must*** be enabled on the user's browsers for proper navigation, especially on mobile device browsers.

16.1.3 One Step Web Site Navigation

Each web page contains basic navigation links for **home, schedule, box scores, stats**, and **leaders**. The active web page will have its' navigation link highlighted. When viewed on a desktop browser or large tablet device, a navigation bar and tabs are always visible in a horizontal row.

When viewed on a handheld/mobile device, the navigation bar is initially hidden to conserve screen space. Alternately tapping on the hamburger icon at the top right corner of the masthead controls visibility of the navigation links under the masthead.

NOTE:
The Hamburger icon will appear in **red** if Javascript is disabled.
Navigation to other pages is disabled.

In either mode, tapping/clicking in the masthead area will navigate back to the defined Home Page for the site.
A date indicating when the web site was created is shown in the footer area. If defined by the user, the copyright text will be displayed. If a Privacy and Security page has been configured, a link to that page will be displayed.

16.1.3.1 Scroll-to-Top Navigation

When a user scrolls down a web page, a Scroll-To-Top icon appears in the lower right-hand corner of the page. Clicking on this icon will smooth scroll up to the top of the current page. The fill color of this icon follows the **Masthead Preferences / Background Fill Color** setting for the active state. The highlight color follows the **Content Preferences / Hyperlink Styles / Hover Color**.

NOTE:
Most current browsers support smooth scrolling.
Notable exceptions are:
Internet Explorer, Opera Mini, UC Browser for Android, and the QQ, Baidu, and KaiOS browsers.

Clicking on the Scroll-To-Top icon will result in a jump scroll instead.

16.2 Web Site File Organization

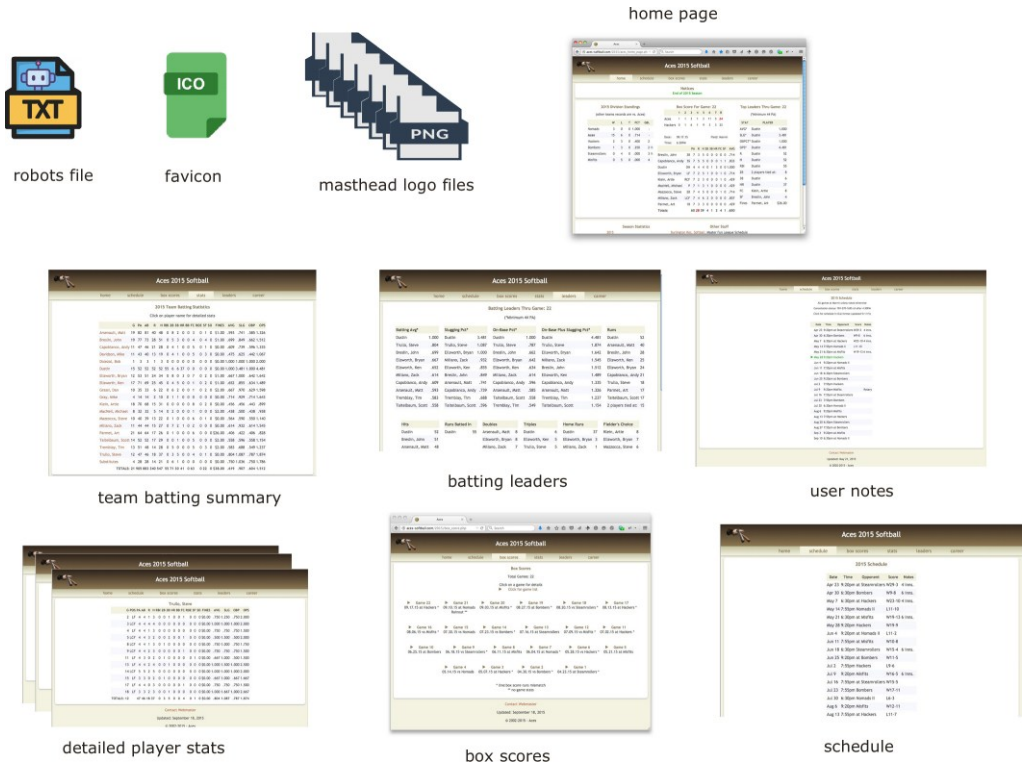


Figure 16-3 One Step Web Site Structure

In Basic Commands Mode, all generated web page files reside in the same folder/directory. Assuming that the user has access to a web hosting service from their Internet Service Provider or other source, all that is needed is the procedure to transfer the resulting files from your computer to the appropriate web server location. Then, inform your users of the link to the home page. No app is needed to view or navigate the web site, only a browser.

16.2.1 Box Scores Summary Web Page

The **Web Composer / Preferences / Include Completed Games Box Scores** option determines inclusion of all box scores or just for completed games played. If active, the summary will indicate the number of competed games displayed.

The order of the games is controlled by the **Box Score / Sort Order Ascending | Descending** option. The total number of games will be indicated.

An example is shown below. For each game found, a one-line summary is shown with the game date and opposing team name. Clicking/tapping on a **Game** will cause the line score and box score to be displayed. In the example below, the user has clicked on Game 17. Clicking on the **Game** again will cause the box score to disappear. Clicking on another **Game** will cause the previous selection to disappear and the new selection will appear.

The web page will indicate if the date or opponent can't be found, if the line score is missing, or if there is a mismatch in runs scored by the home team in the line vs. box score.

NOTE:
Javascript must be enabled on the user's browser for selective viewing of individual **Box Scores**.
If disabled, all **Box Scores** will be displayed.
Printing of the web page will result in all **Box Scores** printed regardless of Javascript setting.

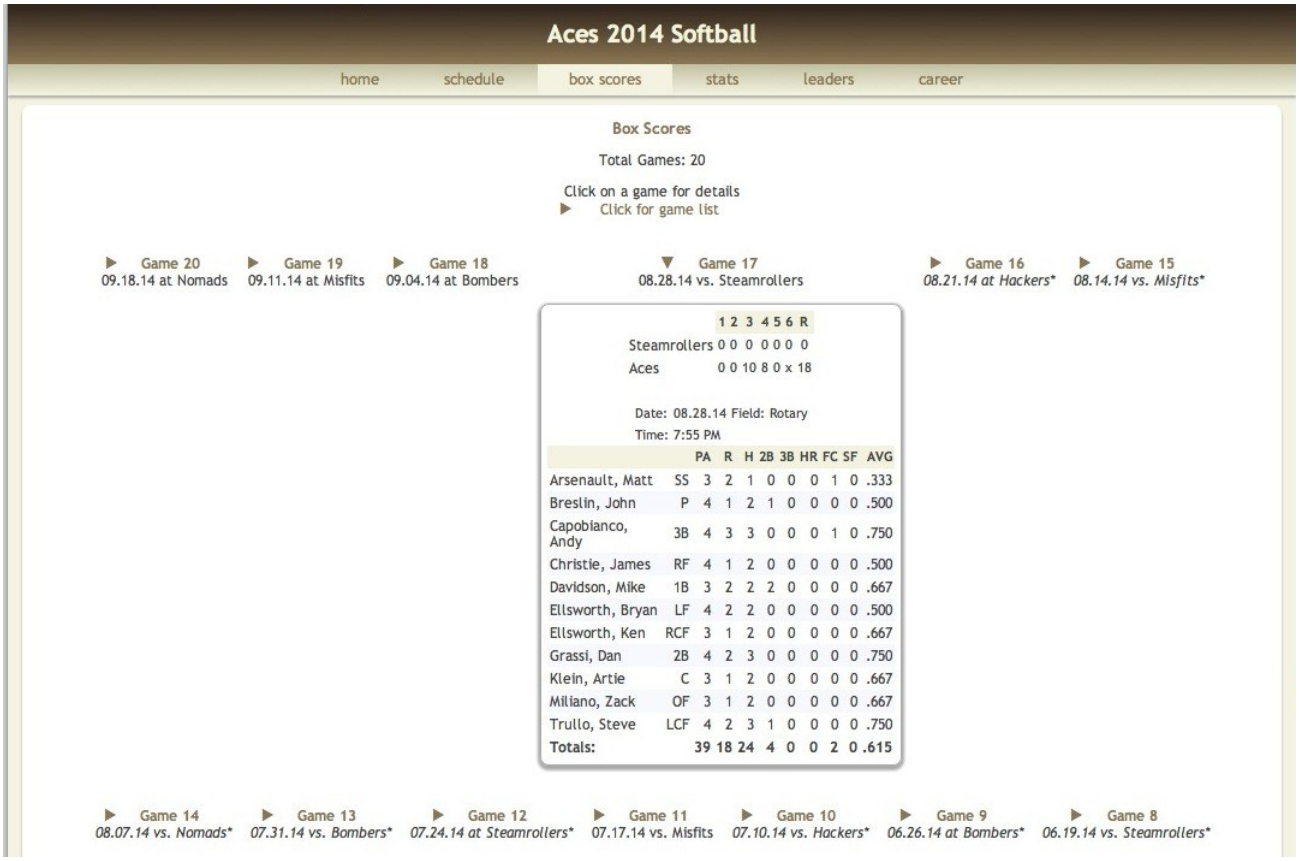


Figure 16-4 Box Scores Summary Web Page Example

16.3 Procedure

The **Web Composer / One Step Web Site** command initiates the creation of the web site files.

WARNING:
This operation will overwrite any web files that may exist with the same name in the selected target directory ***without prompting the user***.
This is by design to prevent the need to answer the alert:
"File exists – Do you wish to overwrite?"
that would normally appear prior to creating each file. So, make sure that you've selected the correct directory ☺

To create the files for the web site, perform the following steps:

1. Create a unique directory for your web site files. ***Do not select the same directory as your Team Worksheet !!***
2. Run the **Web Composer /One Step Web Site** command. An options dialog will appear.
3. The current **Web Theme** selection and Masthead icon selection will be shown as a reference.
4. The user can modify the web site update date that will be shown in the web page footer area. By default, this will be the date from the **Division Standings,** if specified. Otherwise, today's date will be used. The user may override this with any text entry. Leave this field blank to omit the **Updated** line from the footer. Hit **OK**.
5. A Select Folder/Directory dialog will be shown for a default target directory for the team web site files. All files will be saved into this directory.

   Then, Hit **OK.**

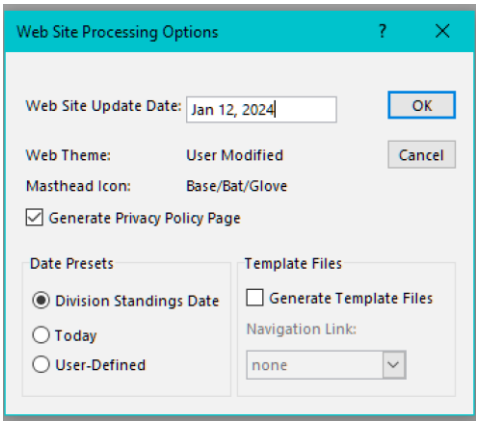


Figure 16-5 One Step Web Site Runtime Options Dialog

NOTE:
The **Generate Privacy Policy Page** option is disabled in Basic Commands Mode.

6. The ***SBC*** will generate a series of files for the web site. This can take a fair amount of time to complete depending on the quantity of players, number of games, game stats entries and processor speed. A progress window will be displayed. No user intervention with the progress dialog box is needed.

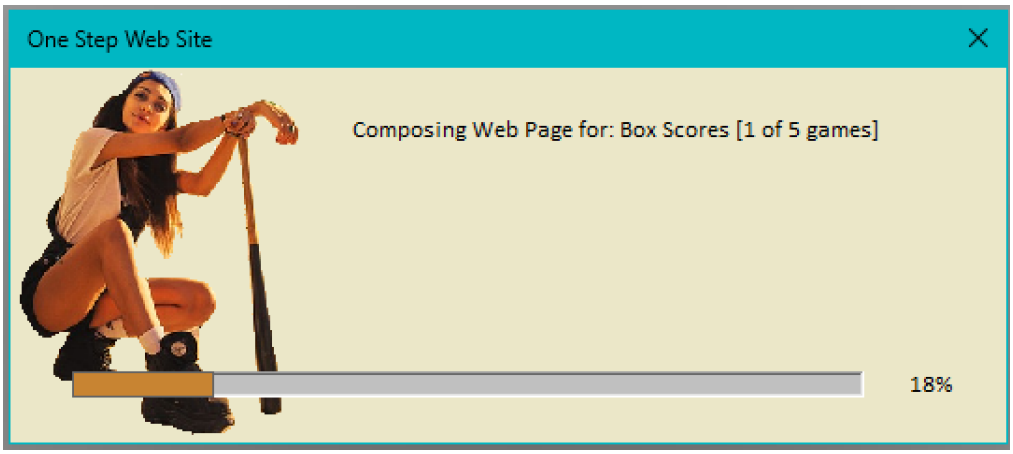


Figure 16-6 One Step Web Site Progress Window

7. When the processing has completed, a summary will be displayed.
8. Copy the resulting files along with the ***SBC***-supplied graphics files (**Distribution Files**) to the web server location provided by your Internet Service Provider (ISP). Place all files into the same directory/folder. ***Do not copy the*** **SBC_Macros.xlm**, **SBC_Ribbon.xlam** ***or Team Worksheet files***. They are not needed for web site viewing.
9. Inform your users of the URL to the home page.

WARNING:
The **One Step Web Site** command automatically generates hyperlinks on each page for navigation.
Thus, it is imperative that the filenames must not be changed or the site navigation will not work correctly.

16.3.1 One Step Web Site Processing Summary

The processing summary contains pertinent statistics from the latest **One Step Web Site** command processing. This can be recalled at a later time via the **Web Composer / One Step Web Site / Summary** command.

The **Web Site Files** indicates the URL and filename of the generated Home Page on your web server.

The **Masthead Icon File** indicates the name of the associated graphics file that has been selected.

The **Files Saved Locations** shows the location of the generated web files on your computer.

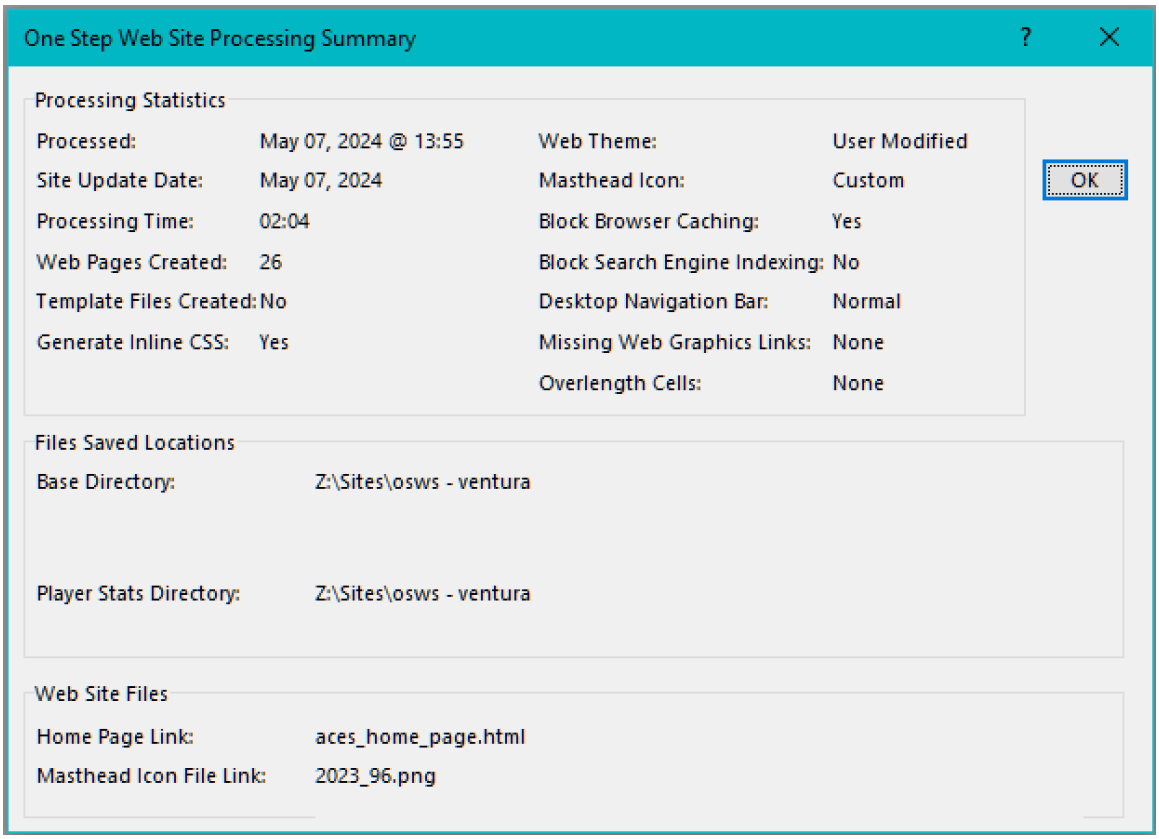


Figure 16-7 One Step Web Site Processing Summary - Basic

Web Composer / One Step Web Site / Links / Navigation Links displays the navigation links (URL's) associated with web site creation. This can be useful in resolving web site issues (**Display Computed URL Paths**).

16.4 Web Themes

The user can choose from a selection of 15 pre-defined and two user-customized themes for your web site. Each theme defines a number of unique color and styling parameters. Note that the **Selectable Masthead Icon** selection is not part of the Web Theme. See **APPENDIX C – PRE-DEFINED WEB THEMES** for examples of the pre-defined web themes.

A user can have two unique frameworks (**Active** and **Saved**). They are both preserved when the Team Worksheet is saved.

16.4.1 Active Theme

The **Active Theme** is the current framework used by the **Web Composer / One Step Web Site** command to generate a web site.

16.4.2 Saved Theme

This is an optional set that can be used to store a custom framework.

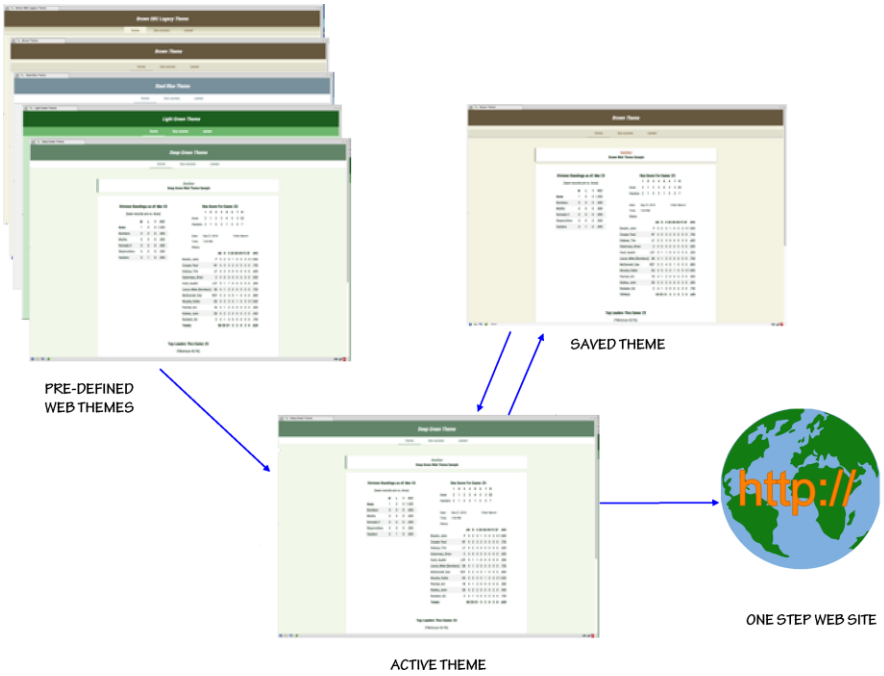


Figure 16-8 Web Themes Organization

16.4.2.1 Web Themes Command

The **Web Composer / Preferences / Web Themes** command controls the theme selections.

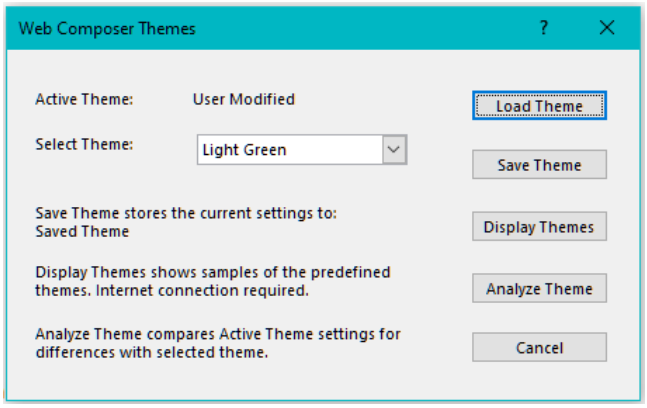


Figure 16-9 Web Themes Dialog

16.4.2.2 Display Themes

The **Display Themes** button will show samples of the pre-defined themes (requires internet connection). The **Brown [SBC Legacy]** is the theme that was the default in previous versions of the ***SBC.***

16.4.2.3 Load Theme

Selects a pre-defined or **Saved Theme** from the pull-down menu.

Most of the theme settings will be reflected on the Team Worksheet including the Masthead fill, text color and basic styling.

16.4.2.4 Analyze Theme

This function will compare the current **Active Theme** settings to the selected theme from the dropdown list. Any differences will be reported. If a setting is a pre-defined HTML color, the name will be shown as well.

In Expanded Commands mode, this is useful when creating custom themes.

If there are multiple mis-matches detected, the user can hit **Cancel** to stop the analysis reporting. In either case, the total number if mismatches will be reported.

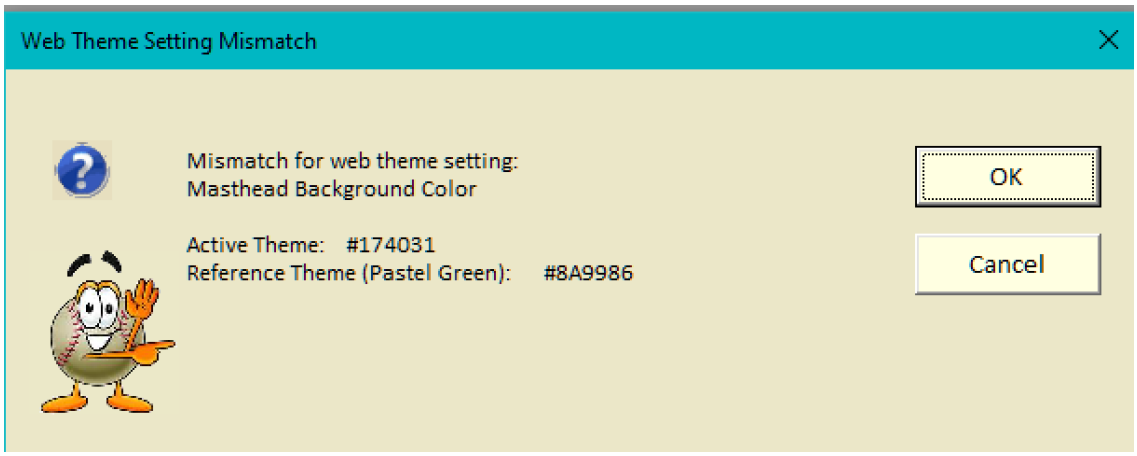


Figure 16-10 Analyze Theme Example

16.4.2.5 Transfering Theme

In Expanded Commands Mode, custom theme settings can be shared with another Single or Multi-Season Team Worksheet. Use the **General / Export / Web Theme** command to save the current **Active Theme** settings to a temporary file. Then, use the **General / Import / Web Theme** command to import the settings to the other Team Worksheet. This will replace the **Active Theme** settings in the target Team Worksheet.

16.4.2.6 Modifying Settings

In Expanded Commands Mode, the user can modify selected settings of the **Active Theme**. Some settings can be modified via the **General / Configure / General Preferences** and **Web Composer / Preferences / One Step Web Site** commands. In addition, the Mastheads can be re-styled via the **Format / Cells / Font** and **Patterns** commands.

These settings can be left as the **Active Theme** or saved for future recall as a custom **Saved Theme** via the **Save Theme** command.

16.4.2.7 Unified Masthead and Navigation Themes

Most of the pre-defined themes specify separate color schemes for the masthead and navigation areas. If a unified masthead-navigation bar scheme is desired, use Expanded Commands Mode **Web Composer / Preferences / Masthead** and **Navigation Bar** commands to adjust.

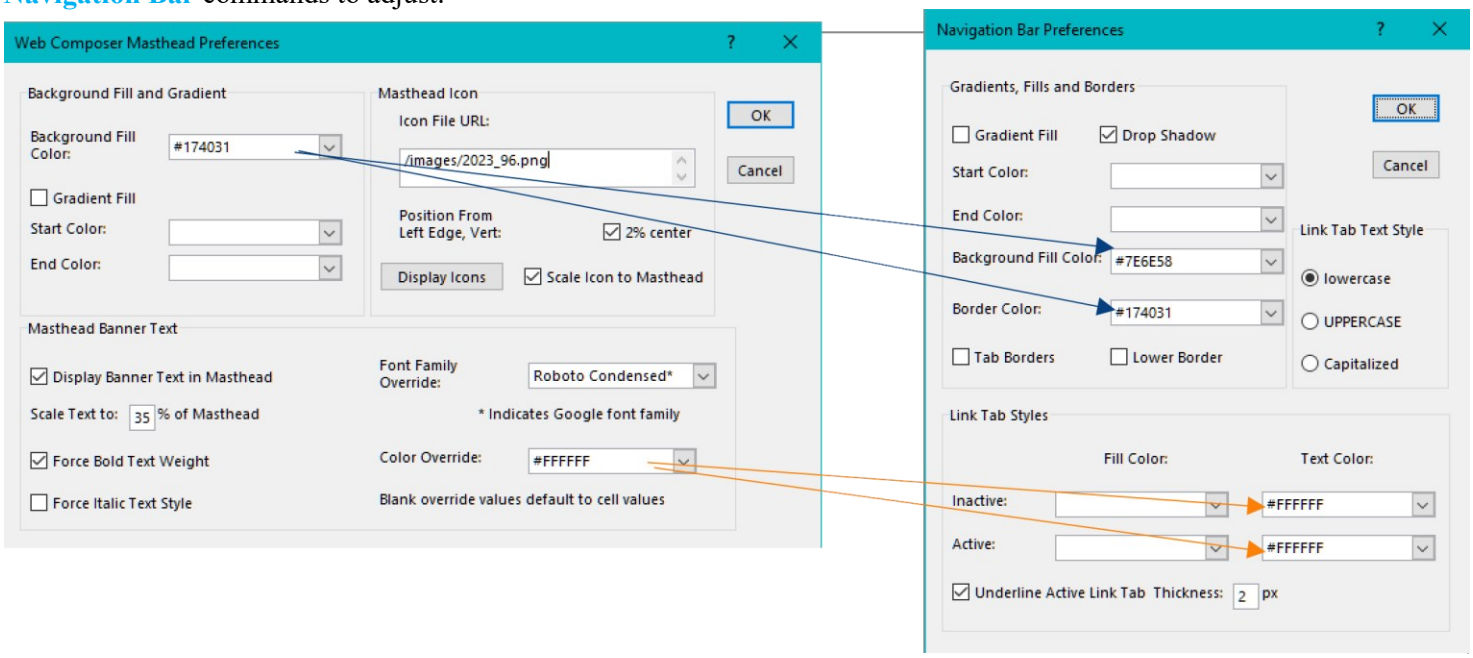


Figure 16-11 Unified Masthead-Navigation Bar Example

If you are utilizing a **Gradient** fill, copy those colors as desired. Make sure that the text colors provide adequate contrast.

16.5 Notes on Generating Web Sites

16.5.1 File Name Conventions

Table 16-1 summarizes the file names that are automatically generated by the **One Step Web Site** command where **teamname** is the **Main Team Name** in lowercase characters. Any blank or non-web compliant characters in the **Main Team Name** will be mapped to underscores.

Content Area:	Navigation Tab:	File Name:
Home Page	home	**teamname**_home_page.html
Team batting stats	stats	batting_summary.html
Schedule (optional)	schedule	schedule.html
Batting leaders	leaders	leaders.html
Box Scores	box scores	box_score.html
Individual player stats files	none	name1_name2.html
User Notes area (optional)	See **Options**	user_notes.html
n.a.	n.a.	robots.txt

Table 16-1 Web Site Files

16.5.1.1 Player Filename Encoding

The filenames for detailed player stats will be generated automatically in the format:

name1_name2.html

Where **name1** and **name2** are the last/first (or first/last) name components of the individual player names depending on how they appear in the rosters.

16.6 Options

In Basic Command mode, most processing options are preset for ease of use. However, some are available via the **Web Composer / One Step Web Site Preferences** command:

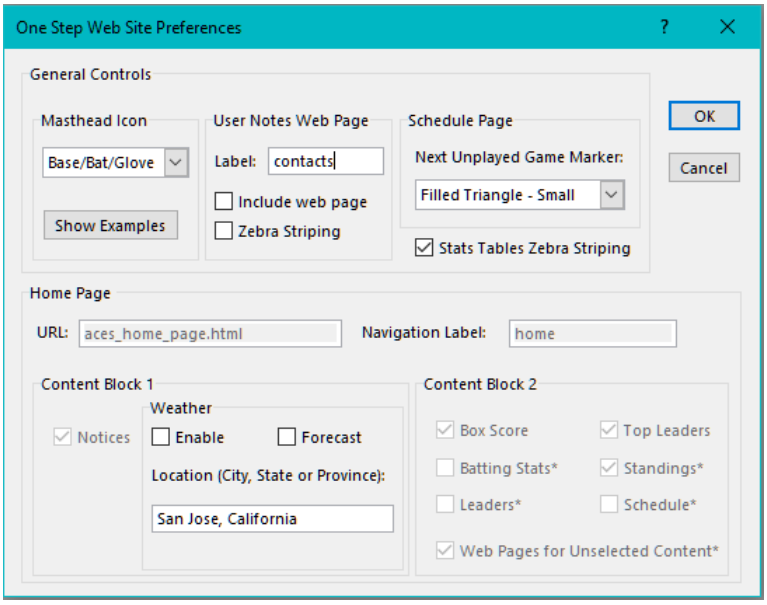


Figure 16-12 One Step Web Site Preferences in Basic Command Set Mode

16.6.1 Incorporating User Notes Area as a Web Page

The user has an option to include the User Notes area into the web site. See **USER NOTES AREA** for possible uses of this area in the web site. In the example, the user has chosen to keep contact information on the page but not include it as a web page.

WARNING:
Use discretion when including any personal or contact information on this page if the web site will be hosted on a publicly accessible web server and therefore subject to search or AI engine harvesting (e.g.: Google, Yahoo, Bing, OpenAI, xAI, etc.) or malicious web bot crawlers

When enabled, a separate navigation tab will appear in the resulting web pages. The navigation tab label will default to **notices**. The user may choose to modify the label as desired as long as it does not conflict with the pre-defined navigation tab names.

16.6.1.1 Zebra Striping

The **Web Composer / Preferences / One Step Web Site / Stats Tables Zebra Striping** option controls generation of zebra striping (fill patterns) on alternate lines of the tables in the major content areas of the web pages for better visibility.

If the User Notes area contains tabular data, striping can be applied via the **User Notes Web Page / Zebra Striping** option. If the User Notes area has additional information to be included with the tabular data, place this information above the table followed by a single blank row of cells as a delimiter.

16.6.1.2 Schedule Next Unplayed Game Marker

When the **Schedule / Highlight First Unplayed Game** option is active, the selected marker character will be pre-pended. Select **none** for no marker.

Selection	Symbol
None	
Filled Triangle – Large	▶
Filled Triangle - Small	▸
Unfilled Triangle - Large	▷
Unfilled Triangle - Small	▹
Unfilled Triangle - Small	▹
Unfilled Triangle - XSmall	▻
Single Arrow	→
Double Arrow	⇒
Thick Arrow	➔
Shaded Arrow	⇨
Rounded Tip Arrow	➙
Finger Pointer	☞
Baseball	⚾

Table 16-2 Next Unplayed Game Markers

16.6.2 Game Schedule and Results Page

The inclusion of this page is controlled by the **Web Composer / Preferences / Include Schedule Page** option.

16.6.3 Current Weather

The weather conditions can be displayed in the first content area of the home page. Simply enter the geographic location in the form of:

City, State (for US locations)
Or
Zipcode, State (for US locations)
or
City, Province (for Canadian locations)

The full city name must be entered. Either full or two-letter state/province abbreviations are acceptable. Due to limitations of the WeatherWX service, only US and Canadian locations are supported at present.

Then, check the **Content Block 1 / Enable** option. A hyperlinked text string will be displayed on the web page (eg: **San Jose, CA Weather**) which links to the WeatherWX service site. The **Forecast** display option can be enabled as desired for an additional multi-day forecast.

NOTE:
No verification of the City, State or City, Province parameters is performed.
If you encounter problems, visit *https://www.weatherwx.com/* site and verify that the location is in the correct format and is supported.

16.6.4 Graphics, WebClip and Favicon Icons

The graphics files are included in the ***SBC*** distribution media in the **Web Site Files** folder. Place them in the same folder as your web site on your web host.

16.6.4.1 Selectable Masthead Icon

The user can choose from a list of icons that will appear on the masthead of each web page. Select **None** if no masthead icon is desired.

Hit the **Show Examples** button to display examples of the icons (requires browser and active internet connection).
In Basic Commands Mode, ensure that the icon files that come with the ***SBC*** distribution are placed in the same directory on your web server as the files generated by the **One Step Web Site** command.

Do not change the names of the icon files !!!

icons courtesy of icons8.com, Freepik, Pixabay,
Beavis and Butthead is a trademark of Mike Judge
Rec League logo (beer can masthead icon) is a trademark of Mass Bay Brewing

Figure 16-13 Masthead Icons

16.6.4.2 WebClip Bookmark Files

For mobile devices, a set of files referred to as WebClip icon files are provided. These files provide a custom icon when the user saves a bookmark of one of the web pages to the device's home screen. Originally developed by Apple for the iPhone and iPad devices, these files are supported on other mobile operating systems although this varies by manufacturer. The use of the WebClip icons is optional.

The WebClip icons have the general filename structure of **apple-touch-icon-xxx.png**. To become effective, these files must be placed in the root directory of your web site (e.g.: **https:// aces-softball.com/**). If your ISP does not allow access to the root directory, contact ***SBC*** support at support@sbc.aces-softball.com for a method to get around this limitation.

WARNING:
Do not change the names of the WebClip icon files.

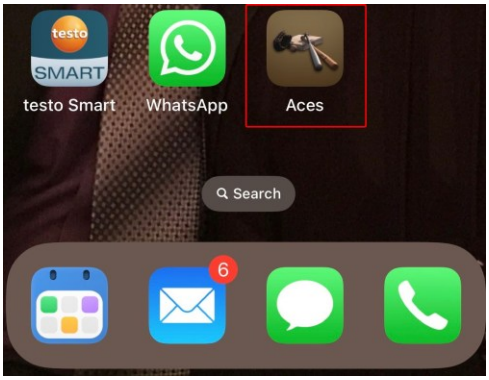


Figure 16-14 WebClip Icon Example

A default title consisting of the **Main Team Name** and the current **Stats Year** identifier will be generated by the ***SBC***. The user may override this as desired when performing a **Save to Home Screen** operation on a mobile device (**Aces** in the example).

16.6.4.3 Favicon Icon File

An optional **favicon.ico** file is also included. This file creates an icon for the ***SBC*** web pages in the browser location bar, tab, or favorites/bookmark areas depending on the browser. To become active, this file must be placed in the root directory of your web site (e.g.: **https:// aces-softball.com/favicon.ico**). It will likely not be activated if it is placed in a subdirectory below the root directory.

WARNING:
Do not change the name of the **favicon.ico** icon file.

If your ISP does not allow access to the root directory, the ***SBC*** provides an alternative (**Include favicon <link> tag**) method in Expanded Commands Mode to address this limitation.

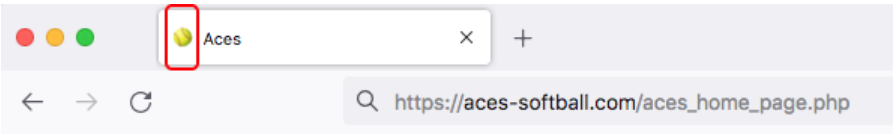


Figure 16-15 Favicon Icon Example

16.6.5 Additional Options

In the **Configure / Expanded Commands** mode, additional options are available. These include the ability customize the masthead icons and colors, and to control the style of the masthead, navigation and content areas. There are additional options for more complex web site structures. See **ENHANCED WEB PAGE GENERATION** for more details on the use of these options.

16.7 Caching of Web Sites

During the course of the season, your web site will likely undergo frequent updates. The ***SBC*** incorporates code in each web page to prevent browsers from caching the web pages. This ensures that the visitors will always see the most recent version of the pages. As the ***SBC***-generated web pages are relatively small, this has minimal impact on the response time to render the pages.

Some browser/OS versions may require a flush of the browser cache via Settings although this may not be possible on selective sites.

There are other techniques to ensure the web pages are not cached, but they require special web configuration files (**.htaccess**) that are more complex to create and maintain. They are typically used on Apache-based web servers and may not work on your specific web hosting service (ISP). In addition, your ISP may not allow you access to these files.

If the ***SBC*** caching directives fail to prevent caching, contact your web hosting service for possible solutions.

NOTE:

Unfortunately, not all browsers obey these "no cache" directives. So, it is good practice to inform your players to hit (refresh) or shift+ on the web page if they don't see the most recent updates.

Browser	Keys
Chrome, Firefox or Safari for macOS	Shift+Command+R
Chrome, Firefox, or Edge for Windows	Ctrl+F5 (alternatively: Shift+F5 or Ctrl+Shift+R).
Safari for iOS	Reload icon or Pull-To-Refresh (iOS15)

Table 16-3 Browser Refresh Commands

16.8 Search Engine Indexing of Web Pages

The default mode of the **One Step Web Site** command is to allow web search engines (e.g.: Google, Bing, Yahoo, etc.) to index your web site pages. You may wish to restrict the visibility of your site from search engine results. See **Block Search Engines From Indexing Pages** for details to activate this blocking feature.

16.9 Artificial Intelligence Harvesting of Web Pages

Unfortunately, Artificial Intelligence (AI) and Machine Language (ML) harvesters are **NOT** required to obey search engine index rules. Legitimate bots will honor the **Block Search Engines From Indexing Pages** setting, but this is not a guarantee.

There are more sophisticated techniques to prevent this but they require modifications to files on your web site server and still may not provide a 100% guarantee of success. So best advice is to avoid inclusion of any personal data on your site.

16.10 Google Mobile Friendly Compatibility

The ***SBC*** generates web pages that are compliant with Google's **mobile friendly** ratings and will be given higher search rankings.

17 WARNING MESSAGES AND TROUBLESHOOTING

17.1 Warning Messages

The following table describes the common messages that may occur during the use of the ***SBC*** and the action required to reconcile the issue. Additional information can be found by keyword search of the topic in this manual. Display of informational messages (marked with an asterisk *) is controlled via the **Configure / Informational Messages** option.

MESSAGE	USER ACTION
Startup:	
Unsupported version of Excel	Check the list of compatible Excel versions.
The SBC must be started with no open worksheets.	Only a single ***SBC*** Team Worksheet can be open.
The worksheet is not an SBC Team Worksheet.	Relaunch the ***SBC*** from a valid ***SBC*** Team Worksheet.
* ***Enable Add-Ins tab to view SBC menus and toolbars.***	A reminder on Windows version of Excel versions with the Ribbon user interface.
Excel Add-ins detected. Continue or Deinstall ?	Potential conflicts running the ***SBC*** with existing Excel add-ins active.
Opening Files:	
Can't Open File	Generic operating system file access errors.
Primary Team Worksheet is an invalid file. ***An SBC Team Worksheet cannot be opened.*** ***File may be corrupted or in use by another application***	Only non-SBC Excel documents can be opened. Verify the file and try again.
Convert Worksheet Format:	
About to convert Team Worksheet format … This is not undo-able. Are you sure you want to continue ?"	All player rosters and stats will be cleared.
Stats File Description must be a non-blank value	Enter a unique description for the stats file.
Save Selection As Web Page:	
Area must be a contiguous selection of cells for web page creation	Ensure the desired area is a contiguous selection of cells on Team Worksheet
Export Roster:	
nn players found with >>> player marker. Process the player names and rerun the export.	Reconcile the player names before exporting the roster.
* ***Ensure that the filename suffix is .csv in the next dialog.*** ***Filename must have .csv suffix***	Just a warning.
Can't create the file Filename. Check to ensure that the file is not open by another application and the target directory is not write-protected.	File might be busy or on a write-protected volume.
Import Stats (Multi-Season Mode):	
Import file is not an SBC Team Worksheet .xls file type. ***File is Not an SBC Team Worksheet or Import file.***	Verify the filename and try again.
Can't open file for importing.	Verify the filename. Ensure it is not locked or in use by another application.
The current Team Worksheet cannot be imported into itself.	You've attempted to import the current Team Worksheet into itself. Check the filename and retry.
Unable to determine worksheet type ID. ***Unable to access critical parameters for processing***	Verify the filename and try again. If the filename is correct, it may be corrupted.
The file needs to be updated before the stats can be imported.	Quit the ***SBC*** and relaunch the import file to update it. Then, repeat the import process.
The file has no roster entries	Check the import file as it appears to be empty
The file does not have any player statistics. Do you wish to continue importing?	The import file has a roster but no player stats. If you continue, it will import the roster names for the selected season.
Stats File Description for the imported stats must be a non-blank value.	Enter a unique description for the stats to be imported.

MESSAGE	USER ACTION
Import file Season ID matches the target Stats File Description. Verify correct files and/or descriptions and re-import.	Enter a unique description for the stats to be imported.
The import file is configured in full stats tracking mode…	The user has the option to change the primary Team Worksheet mode to match.
Statistics already exist for the selected season	Entering OK will overwrite the existing stats for all players.
**** Statistics importing can take a fair amount of time.***	Watch the window message bar for progress.
One or more player names from the import file matches a player name found in both rosters.	Duplicates from import file marked with >>>>. Correct per instructions.
Import Stats (Single-Season Mode):	
Import file is not a .csv file type ***Import file is the current Team Worksheet. Unpredictable results can occur. Quit the SBC and DO NOT SAVE the file.***	Check filename and re-import.
The current Team Worksheet cannot be imported into itself.	You've attempted to import the current Team Worksheet into itself. Check the filename and retry.
Unable to open file.	File may be corrupted or in use by another application. Check filename and re-import.
The file is not a known import stats file.	Check filename and format type and re-import.
Invalid {file format type} file format.	Check filename and format type and re-import.
nn Missing stats fields. First missing field is: aaa.	The import file is missing one or more critical stats fields. Check the stats selections in the mobile app vs. the required fields and recreate the file.
Import file has no stats.	Check filename and format type and re-import.
Game Number must be a non-blank /positive value	Pick a positive integer value.
Stats for Game Number nn exists	Hitting OK will overwrite the stats for all players.
Unknown player name detected…	One or more player names from the import file could not be found in either roster. Players have been marked with >>>>. Correct as necessary.
nn players found with new player markers. Process the new player names and rerun the import.	Players have been marked with >>>>. Correct as necessary.
Change Stats Year:	
New Stats File Description must be a non-blank value.	Verify the new stats file description.
New Stats File Description matches the existing Stats File	Verify the new stats file description.
Description of the Multi-Season File. Choose another value.	Verify the new stats file description.
New Stats File Description matches an existing Season. Choose another value.	Verify the new stats file description.
Convert to Multi-Season Format:	
Stats File Description for the Multi-Season stats file matches the Season for the converted stats.	Verify the new stats file description.
Color Palette Editor:	
Color parameter must be a defined color name in hexadecimal [#RRGGBB, #RGB], decimal [rgb(RRR,GGG,BBB), or percentage rgb(r%,g%,b%)] format.	Re-enter a valid R, G and B color code
Leaders Preferences:	
Max Leaders must be less than Max Leaders Plus Ties	Change one or both of the preferences.
Max Leaders Plus Ties must be less than or equal to…	This value must be less than the program limit defined by the ***SBC***.
Leader Board is no longer accurate. Hit OK to update	One of the Leader Board parameters was changed. Hitting **OK** will result in an update to the Leader Board. Hitting **Cancel** will bypass the updating.
General Preferences:	
Stats File Description must be a non-blank value.	Enter a non-blank alphanumeric value.
Stats File Description matches an existing season	Multi-Season Mode: The stats file description must be unique.
Main Team Name selection has changed.	*Rerun **Division Standings/ Update** to update highlighting*

MESSAGE	USER ACTION
Paste Web Graphics:	
Paste command failed. The clipboard may be empty.	Re-select the desired area and try pasting again. If the command still fails, the target cell(s) may be protected.
The clipboard item is not a graphics image.	An attempt was made to enter a non-graphics object. If the item is a text entry, use the traditional Paste command.
The current selection is not a picture.	Attempt made to use the **Web Graphics Info** command on a non-picture object.
Web graphics image table entry not found for this image	The selected item does not have an entry in the Web Graphics table. It may have been created by an Excel drawing tool.
Web graphics table is full. Delete unused images and retry.	The internal table that stores reference information for web graphics images is full. The image will still be pasted on the page and will be visible on printed pages. However, they will be ignored on web pages. Delete unused web graphics to make room and re-paste
File link for this web graphics image not defined. This image will not be displayed on web pages where it is included. Normal printing is unaffected.	Each web graphics item must have an associated graphics file.
Internal failure. Cannot paste graphics image	This is a fatal error and should not occur. Report this to ***SBC*** Support.
Format Cells:	
Selection XXX is locked due to embedded formula. Use caution with formatting changes. OK to continue ?	A warning not to perform these operations in protected areas of the Team Worksheet
The selected cells are not in the User Notes area. Do not perform Center Across Selection or Merge Cells operations on this selection.	A warning not to perform these operations in protected areas of the Team Worksheet
Player and Roster Maintenance:	
* ***[command] is not undo-able !!!***	Most maintenance functions cannot be un-done. If you inadvertently answer ***OK*** and didn't mean to, quit the ***SBC*** but **DO NOT SAVE** the worksheet.
About to clear ALL roster names and stats. Are you sure you want to do this ?	This clears the entire team roster and associated stats.
Player name is blank !	check the entry and try again.
Player name cannot contain the string: >>>>	check the entry and try again.
The Year parameter must be a non-blank value.	check the entry and try again.
New player name is a reserved name.	check the entry and try again.
New player name already exists in the expansion or active roster.	check the entry and try again.
* ***Changing player name will not clear stats for this player***	Just a warning that the **Rename Player** operation leaves the stats unchanged.
* ***Leader board and/or box scores are no longer accurate !***	This warning indicates that it may be necessary to run the **Calculate/Batting Leaders** and/or **Box Score** commands at some point.
Player name cannot contain the string: >>>	This is a reserved string. Pick another name for the player without this string.
Player name already exists in the Active Roster	Pick a unique name.
Player name already exists in the Expansion Roster	Pick a unique name.
OK to clear leaders and box score ?	This message will appear after the **Player / Clear All Player Stats** or **Player / Delete All Players from Roster** command was executed. This is a timesaver when setting up the Team Worksheet for a new season.
player name is a reserved name.	Enter a unique non-blank value.
Rename Stats Season ID:	
New Stats File Description must be a non-blank value	Enter a unique non-blank description
New Stats File Description matches the existing Stats File Description of the Multi-Season File	Enter a unique non-blank description.

MESSAGE	USER ACTION
New Stats File Description matches an existing Stats Description in the Multi-Season File	Enter a unique non-blank description
Consolidate Expansion Roster:	
The new name for the stats group cannot be blank.	
The new name cannot be a reserved name.	Enter a unique non-blank description
The new name cannot match an active roster player name.	Enter a unique non-blank description
Legacy SBC Toolbar:	
The file SBC_Macros.xlm is already open	The ***SBC*** had been previously used in a different folder. The ***SBC*** normally corrects for this at startup. If it does occur, run **Restore SBC Toolbar** command
Update Stats:	
Game number must be greater than 0	Ener a positive integer value.
Appearances must be a valid number !	Enter a positive integer value.
Extra base hits exceed hits !	Entry validation error. Check the entries against the scoresheet and re-enter.
Game not specified or not valid !	An existing or new game number must be entered.
Leader board is no longer accurate !	This warning indicates that it may be necessary to run the **Calculate/Batting Leaders** command before the leaders are printed or a web page created of this area.
H + BB + FC+ ROE + SAC + K + HBP + SACB must be less than or equal to appearances	Check the entries against the scoresheet and correct as needed
Invalid entry in one or more fields	Check to ensure entries are positive numeric values
Runs scored exceed plate appearances !	Entry validation error. Check the entries against the scoresheet and re-enter.
Only R, SB or FINES entries allowed if the player did not bat.	Recheck the stats entries for this player.
One Step Web Site:	
Invalid Custom Hyperlink Detected…	See **Web Site Navigation Does Not Work Correctly** for corrective action.
* ***The File Save dialog that appears next is used to select the directory for the player stats web pages. The file name is ignored.***	This is just a notification when the Save All Player Stats as Web Page or One Step Web Site command is about to be executed. The only parameter in the **Save** dialog that is used is the selection of the desired target directory. The filename field is ignored.
The contents of one or more cells contain too many characters…	Check the marked cells on the web page(s) and correct.
[Picture_ ID] in the selected area does not have a link to the graphics file defined. Use the Edit/Web Graphics Info command to correct.	This message may occur at the end of a web page generation command. It indicates that one or more of the web graphics on the worksheet is missing a filename link. ***Picture_ID*** will be set to the first missing link detected.
Unable to create file: "Dest_File_Name"	The specified filename could not be created. This may be due to a write-protected area of the users' disk, an attempt to write to a read-only media (e.g., CD-ROM), a file that is already open for writing by another application, or a system error. Check the filename and directory location and re-run the command.
Area must be a contiguous selection of cells !	The **Save Area as Web Page**, or **Save Area as HTML Table** commands can only process a range of cells that are contiguous.
* ***Web page processing terminated. No file(s) saved.***	This is a warning to indicate that the user terminated processing
No content area has been specified for the home page.	Check the **One Step Web Site / Preferences** settings and rerun
* ***The web site creation takes time to execute…***	This is just an informational message to remind the user that generation of a complete web site or saving of all the player stats as web pages can take a fair amount of execution time.

MESSAGE	USER ACTION
User Notes web page may be too wide…	See **User Notes Web Pages Content and Layout** for corrective actions.
Web Composer General Preferences:	
Webmaster email address not specified or has embedded spaces.	Correct webmaster email address specification
Web Composer Masthead, Content Preferences:	
Color parameter invalid format .	Check the format and ensure that all color values are either a defined HTML color name or #RRGGBB format.
Color selection conflicts.	Correct conflicts such as choosing the same color for text, borders, background.
Web Composer Include Files Preferences:	
URL is blank.	Each enabled include file must have a non-blank entry. Activate File and Directory Processing from the **Web Composer / Preferences / General** command
Ensure File and Directory Processing is enabled.	
Preferences / One Step Web Site:	
Label not specified for the Home navigation link.	The label cannot be blank.
Label not specified for the User Notes navigation link.	If enabled, the User Notes label must not be blank. Change the label so that it does not conflict with the Home, Batting Summary, Leaders or optional navigation link labels.
Name specified for User Notes navigation link matches an existing navigation bar link name.	
A User Defined Navigation Link must have a label and a link value.	If enabled, the User Defined Navigation Link and Label must both not be blank.
Name specified for User Defined Navigation Link matches an existing navigation bar link name.	Modify the name so that it does not conflict with the Home, Batting Summary, Leaders or User Notes link labels.
Link specified for User Defined Navigation Link matches an existing navigation bar link	Modify the link so that it does not conflict with the Home, Batting Summary, Leaders or User Notes link labels.
Spaces found in User Defined Navigation Link parameter. Recheck the link value before continuing.	User Defined links cannot contain spaces
Home Page URL…. Have been updated for Responsive Design…"	
Batting Leaders:	
Game range parameters are invalid.	Game numbers must be within the range of stats available in the file.
Number of entries in a leader category is less than the number desired.	Can occur in AVG, OBPCT, SPCT, or OPS if there are an insufficient number of players that meet the desired minimum AB or PA criteria.
Box Score:	
Maximum game number is: nn	An invalid game number was entered.
A team name does not match a team within the division	Verify the spelling of the team name if both teams should be in the division. Correct the spelling and retry the command. This is not a fetal error.
Neither the Home or Away team is the Main Team.	One team name must match the identified **Main Team Name**. Check the spelling, ensure a **Main Team Name** has been selected and retry the box score calculation.
Unable to find any player stats for game XX	A scan of the detailed player stats did not find any entries for the selected game number. Check the game number selection and retry the box score calculation.
Line score exists for game XXX…	The Box Score Calculation for this game had been previously run and the currently displayed line score, date, time, or location information differs from the saved version. Choose which version to use.

MESSAGE	USER ACTION
Box score calculation was successful but there was no previous line score…	Enter the line scores and re-run the command.
Home or visiting team line score is empty.	Enter the line scores and re-run the command.
Date, Time or Field entry is blank	If these fields are being used, validate and correct as required, then re-rerun the command. This is not a fetal error.

Table 17-1 Error and Warning Messages

17.2 Problems Launching the SBC

This is usually a result of not having the **SBC_Macros.xlm** file and your Team Worksheet files in the same folder (**PROGRAM INSTALLATION AND CONFIGURATION**). In addition, if you had previously saved a Team Worksheet file as an **.xlsx** file, you will not be able to relaunch the ***SBC*** (**File Format Differences in Excel Versions 12 and Greater**).

17.2.1 SecurityAlerts

If you encounter security alerts with Excel versions 2010 or later, this is a result of incorrect or incomplete **Trust Center** configuration settings (**Excel Configuration**).

17.2.2 SBC Ribbon UI Issues

The **SBC Ribbon UI** is active only when running under Excel versions 2010 or later on Windows. If the Ribbon does not appear, it is the result of the inability to load the Ribbon add-in file **SBC_Ribbon.xlam**. Ensure that this file is the one that came with the ***SBC*** distribution **.zip** file and is located in the same directory as the **SBC_Macros.xlm** file and that it has not been renamed.

17.2.2.1 Ribbon or QAT Not Visible

The **SBC Ribbon UI** visibility follows the current **Ribbon Display Options** from the previous launch of Excel. If you wish to have the **SBC Ribbon UI** active all the time, ensure the **Show Tabs and Commands** setting is selected. Also, uncheck the **Collapse the ribbon automatically** setting.

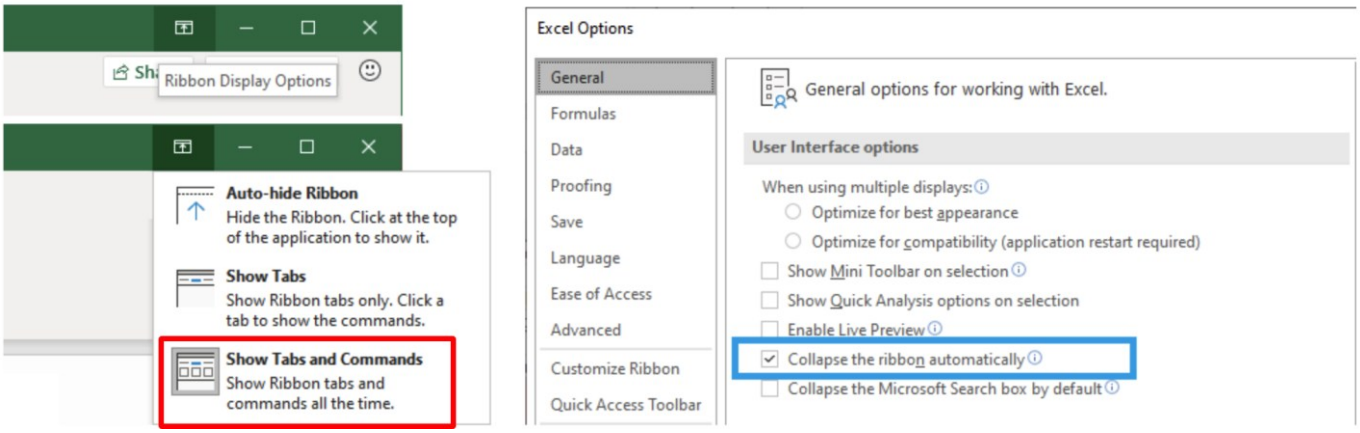


Figure 17-1 Ribbon Visibility Settings

17.2.2.2 Ribbon Buttons Don't Fit on Screen

Change the ***Ribbon Button Spacing*** to **Mouse** Mode.

17.2.2.3 Conflicts With Excel Add-ins

This can occur if one or more Excel add-ins are active. Not all Add-ins, especially those from 3rd parties, are well-behaved and can cause erratic ***SBC*** operation if enabled simultaneously with the **SBC Ribbon UI** add-in. At startup, the user has the option to **Continue** with the other add-ins active or **De-activate** them and restart the ***SBC***. In the latter case, the other add-ins are not be deleted but will need to be re-enabled for subsequent non-***SBC*** operation.

17.2.2.4 Ribbon Unresponsive

The ***SBC*** refreshes the states of the various buttons and commands on the ribbon (enabled/disabled, visible/invisible) at the termination of each command. The actual refresh may occur after the watch cursor returns to the normal state. This is the

result of the asynchronous nature of Excel ribbon processing that is beyond the control of the ***SBC***. If the user attempts another command too quickly, the selected command may not work. In most cases, simply re-try the command.

If the **SBC Ribbon UI** becomes non-responsive, try switching to the **Home** or **File** tab, and then switch back to the **SBC** tab. If that fails, use the **ctl+alt+R** keyboard command. If this is not successful, quit the ***SBC*** and re- launch.

17.2.2.5 'No Return or Halt' Alert

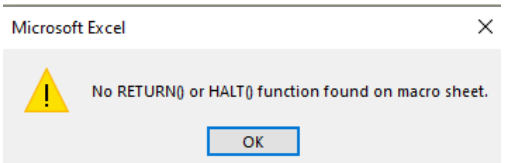


Figure 17-2 No Return or Halt Alert

This is a rare occurrence related to the asynchronous nature of how Excel processes ribbon updates. In most cases, simply click **OK** and re-try the command. If that fails, try the steps in the **Ribbon Unresponsive** section.

17.2.2.6 Ribbon Command States Do Not Match SBC Legacy UI

By default, when the **SBC Ribbon UI** is enabled at startup, the **SBC Legacy UI** is disabled for better performance. When using both UI's, there is the possibility that the command states in the ribbon can get out of sync with the **SBC Legacy UI** menu interface. If this occurs, hit the **SBC Help/ Ribbon** button to re-synchronize.

17.3 Commands Not Visible or Dimmed

Commands that are not applicable for a given operating mode or condition will be dimmed or not visible. Some conditions that can cause this are:

- Basic vs Expanded Command Set Mode
- Single-Season vs Multi-Season Mode
- Specific states such as empty schedule, rosters or stats, **Main Team Name** not defined

17.4 ### Value Appears in Cells

This value will appear in a cell when the contents do not fit in the cell. This is only an issue during screen viewing and printing. The ***SBC*** web page processing routines correct for this condition by FM.

Modifications via the **Format / Cells / Column Width** command or use of the **Shrink to Fit** option in the **Format / Cells / Alignment** command for the cell can address this. This should be limited to cells in the User Notes area.

17.5 Web Site File Name Extensions Incorrect

This is the result of the **Use Filename Extensions** option check box being checked in the file save dialogs during web page creation. Uncheck this box and re-run the command. This should not occur during the **One Step Web Site** command.

17.6 Web Site Navigation Does Not Work Correctly

There are a number of potential causes for this. The **Web Composer / Links / Navigation Links** command (**Display Computed URL Paths**) may be helpful in diagnosing these problems. If you run into a situation that you cannot resolve, contact ***SBC*** support.

17.6.1 One Step Web Site

All files generated by this command in Basic Commands mode assume they will be in the same directory.

- The user has inadvertently renamed one or more files that were created.
- The user has moved or deleted one or more files out of the target directory.

17.6.2 Manual Web Page Creation

- Incorrect filename extensions created due to the Use Filename Extensions setting in the File Save dialog.
- Incorrect settings for one or more of the directory or base address adders (**General Processing Options**).

17.6.3 User Defined Custom Hyperlinks

On rare occasions, a custom hyperlink may get corrupted. This is most common when running under older versions of Excel. The hyperlink value will typically revert to **H** or **O**. The user will be alerted to this condition when the **One Step Web Site** command is started. Use the **Web Composer / Links / Edit Hyperlink** command to correct.

17.7 Dropdown Navigation Tabs on Mobile Web Site Pages Not Functional

The dropdown navigation tab feature optimizes the limited viewing area on mobile devices. If Javascript is disabled or unavailable on the browser, the Hamburger icon will appear but will show as red bars to indicate this. The navigation tabs will be functional but will always be visible.

17.8 Web Site Favicon Icon Does Not Appear in Browser

The default **favicon.ico** file must be placed in the top level (root) of the web site. If a user-defined link is active, see **Include favicon <link> tag** for the correct placement of the favicon icon file. Ensure the file is in one of the defined formats.

17.9 WebClip Bookmark Icons Do Not Appear

See **WebClip Bookmark Files** for correct placement of the WebClip icon files.

17.10 Relative Addressing URL Error Warnings

Use the **Web Composer / Links / Navigation Links** command to assist.

If the **Player Files Directory** option is active (**Player Files Directory Processing**), then all links must be resolved as absolute addresses so that they will be reachable on the player stats pages as well as those in the home page directory. The warning will indicate the first link found to be resolved as a relative address.

17.10.1 Web Site Graphics Do Not Appear on Web Pages

This can be caused by one or more of the following:

- Incorrect web graphics filename link specified or file in the wrong location
- Corrupted web graphics file
- Incorrect directory adders settings.
- Mismatch in file type extension
- URL coded as relative address when the **Player Files Directory** option is active. This will be evident if graphics do not appear on the individual player web pages but appear on others.

17.10.2 Masthead Graphics

In Basic Commands Mode, see **Selectable Masthead *Icon*** for correct placement of the masthead icon file. In Expanded Commands Mode, see **Masthead Background Icon File URL** for correct setup of the masthead graphics file. If the graphics does not appear on the player stats pages but does appear on others, the problem is related to improper coding of the file as a relative URL.

17.10.3 Web Page Background Graphics

See **Page Background File URL** for correct setup of the page background graphics file. If the graphics does not appear on the player stats pages but does appear on others, the problem is related to improper coding of the file as a relative URL.

17.11 Player Stats Validation Errors

Player stats are evaluated for consistency with the **Stats Entry Verification** rules described for Single-Season Mode during:

1. ***SBC*** Startup
2. Manual stats entry and updating
3. Stats importing from files
4. **Box Score** command
5. **Batting Leaders** command
6. **One Step Web Site** command

The **Stats / Validate Stats** command can be used to analyze and repair each entry that has an error.

17.11.1 Team Worksheet Corruption Errors

An Excel worksheet can get corrupted due to a number of causes. This is a rare situation. The **Stats / Validate Stats** command checks the embedded formulas and for possible extraneous data in player stats area. These errors are indicative of a corrupted Team Worksheet. The command will report the number of instances and the first player area affected.

The ***SBC*** will make an attempt to correct the formulas and scrub extraneous data. The user should proceed with caution should problems persist. As a reminder it is always good practice to keep a backup Team Worksheet.

The user will be notified if the ***SBC*** is unable to correct these. In that case, close the ***SBC*** and re-open with a previous version of the Team Worksheet. If the problem persists, contact ***SBC*** Support.

17.12 Platform Specific Issues

The following are known limitations of the ***SBC*** due to differences in Excel versions.

17.12.1 Page Breaks

The page breaks shown on the screen are only for visual screen reference. When using the **Print** command or any of the web page creation commands, the ***SBC*** will paginate based on predefined areas.

17.12.2 "Can't Empty Clipboard" Alert

On some Excel versions, an error alert of ***Can't Empty Clipboard*** may occur during the execution of some commands. This is a well-documented problem on older versions of Excel/Windows. Attempts have been made to limit this in the ***SBC***. Unfortunately, some are beyond the capabilities of the ***SBC*** to block. The ***SBC*** command operation is not affected.

17.12.3 Font Library Variations

The ***SBC*** is shipped with the **Trebuchet MS** font family selection as a default for screen viewing and printing. This is a **sans-serif** font that is available on Mac and Windows desktop browsers as well as most mobile browsers.

The ***SBC*** themes utilize the **Barlow Condensed** font for web page generation along with a default of a **sans-serif** font where this font does not exist on a user's browser. This is a downloaded font which is normally cached by most browsers. If you chose to use other fonts for banner titles or other cells, it is best to employ web safe fonts. Review ***Web Safe Font Families*** for an in-depth discussion of font selections.

17.12.4 Dimmed Format Menu Items

Some items in the **Format / Cells** menu may appear dimmed indicating that they are not available to the user. This is a function of the version of Excel and/or of the ability of the ***SBC*** to manipulate these options.

17.12.5 Macro Error During Page Setup or Print Commands

This is usually caused by a printer not selected prior to executing these commands. The solution is to use **Windows Setup** utility to configure a printer and the Excel **Backstage Print** to ensure a printer has been selected. Alternatively, quit the ***SBC***, select a printer, and relaunch.

17.12.6 Web Page Styling Does Not Match SBC Examples

Some older vintage browsers or those that have been stripped-down for mobile applications may not support features such as gradients, rounded corners or drop shadows. In these instances where the support is absent for a particular style, the gradients will appear as solid color fills, the rounded corners will appear square and the drop shadows will not be present.

17.12.7 Box Scores Web Page Issues

17.12.7.1 Detailed Box Score Won't Display

Javascript must be enabled for individual box score display. If disabled, all box scores will be displayed.

17.12.7.2 Box Scores Printing Issues

When a user prints the Box Scores web page, the result will be an expansion of all available box scores in the list.

The box scores will be packed into as few pages as possible (**Best Fit** option) without splitting the results across page boundaries or one per page. Most browsers will honor the coding in the page to accomplish this. However, there may be instances where a game title and associated box score may appear on adjacent pages. Some versions of Internet Explorer

have difficulties accomplishing this under some conditions. Possible solutions are to adjust the page scaling factor downward, reduce top and bottom margins, or suggest to users to employ a different browser such as Firefox, Chrome or Safari.

17.12.8 Import Dialog File Selection Problems

The ***SBC*** attempts to configure the file selection dialog box to show just the relative file types (file type filtering) for each import operation. If you cannot view the desired file, ensure it is the correct file type extension for the desired import operation.

17.13 Generic File System Problems

On occasion, an attempt to open or save a file will result in an error. The ***SBC*** will detect this and report the internal Excel error code and description. Unfortunately, the description is not always helpful.

The scope of possible conditions that could cause this vary by operating system and Excel version. Obvious situations are files that are busy, locked, read-only. An additional condition that can cause a **1004** error code could be the result of a pathname to the target file that is too long. Try using a target directory that is closer to the top of your home directory.

18 SBC RIBBON UI - EXPANDED COMMANDS SET

The **Configure / Expanded Commands** command activates additional commands.

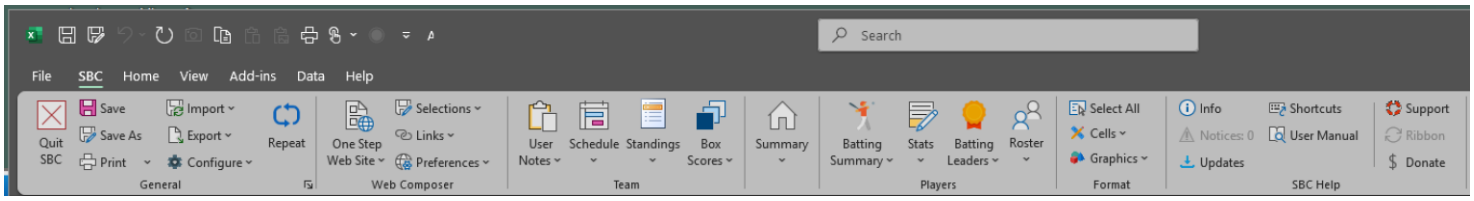
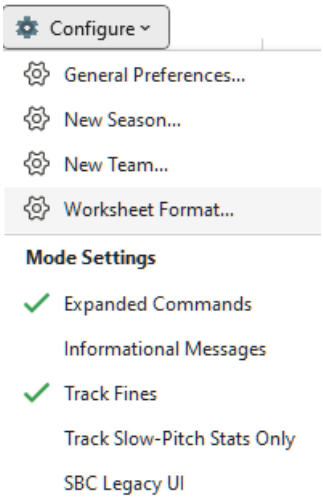


Figure 18-1 SBC Ribbon UI – Expanded Commands

18.1 Configure



18.2 Worksheet Format

NOTE:
This is a legacy function included for backward compatibility.
It is typically faster to copy an existing or blank Single or Multi-Season Team Worksheet and perform a **Configure New Team** or **Configure New Season** operation.

A Team Worksheet exists in either Single-Season or Multi-Season format. Changing the format will clear most of the entries on the existing Team Worksheet.

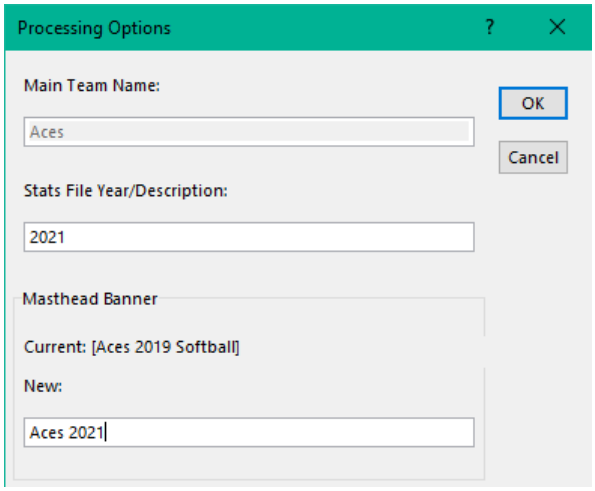
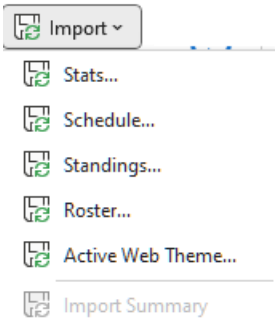


Figure 18-2 Change Worksheet Format Confirmation Prompt

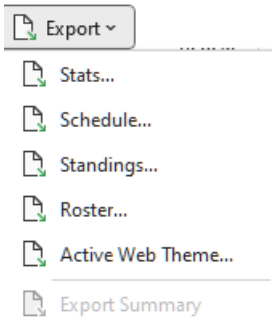
Hit **OK** to continue. Follow the prompts that follow for basic configuration values.

18.3 Import



Additional commands to import **Stats** and **Active Web Theme** are enabled.

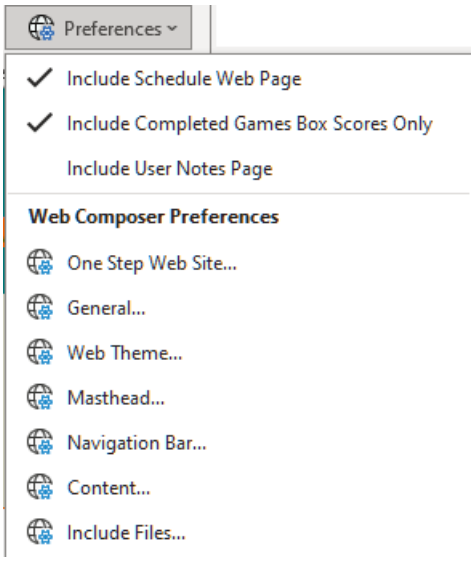
18.4 Export



Additional command to export the **Active Web Theme** is enabled.

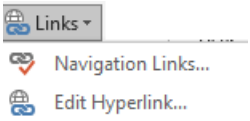
18.5 Web Composer

18.5.1 Preferences



Additional preferences options are enabled to control attributes of web site processing (**ENHANCED WEB PAGE GENERATION**).

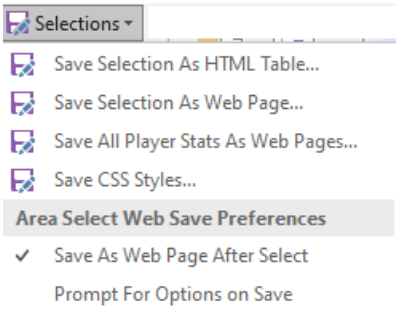
18.5.2 Links



18.5.2.1 Edit Hyperlink

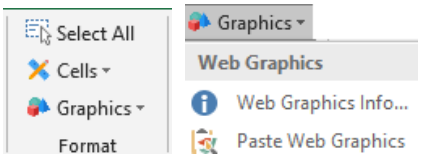
Facilitates management of user defined hyperlinks on web pages (**User Defined Hyperlinks**).

18.5.3 Selections



These commands allow creation of HTML pages for sections of the Team Worksheet.

18.5.4 Format



These commands provide formatting of selected areas of the Team Worksheet while still preserving protection of critical areas (**MODIFYING CELL FORMATS**)

18.5.5 Graphics

These commands provide support for user-supplied graphics objects and color palette management (**IMAGES / PICTURES PROCESSING**).

19 IMAGES / PICTURES PROCESSING

The ***SBC*** supports the inclusion of pictures or graphics on the Team Worksheet:

19.1 Traditional Pictures and Graphics

Graphics and pictures may be created via external applications and copied to the system clipboard. They can be pasted anywhere onto the Team Worksheet by first selecting a cell near where you wish the graphic to appear and then using the **Format / Graphics / Paste Web Graphics** command. Enter a blank value for the URL. The limitation of these types of pictures or graphics objects is that they will appear only on-screen and on printed pages.

These objects float on the Team Worksheet and may be relocated by selecting and dragging the object to the new location

The **Paste** command (**ctl+V**), **Paste Special**, or **Paste** tool in the **QAT** cannot be used.

NOTE:
The Excel drawing tools (**Draw** tab) are not supported.

19.2 Web Graphics

19.2.1 Masthead Graphics

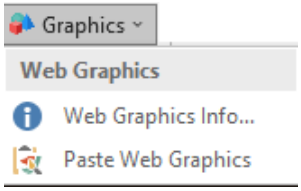
In Basic Commands mode, a set of predefined masthead graphics are available. These will be pre-positioned at the left edge of the masthead and blended into the masthead background. See **Selectable Masthead Icon** for more details.

In Expanded Commands mode, a custom graphics file can also be defined. These are ideally **png** format with transparent backgrounds, but can be in **jpg, png, gif** or any format that can be rendered by web browsers. a graphic can be either a custom icon or a full width masthead graphic. If a masthead graphic is specified, it will override any web graphics pictures that are placed in the masthead area.

This method of including a graphic for the masthead is preferred over the Content Area Graphics method as it is only necessary to supply the link to the graphics file.

The **Web Composer /Preferences / Masthead** command has the URL, positioning and scaling preferences for the masthead graphic. See **Masthead Processing Options** for more details.

19.2.2 Content Area Graphics



These graphics objects will appear on the screen, printed pages and also on web pages. These objects are created via external applications. They are subsequently copied and then pasted onto the Team Worksheet by first selecting a cell near where you wish the graphic to appear on the Team Worksheet and then using the **Format / Graphics / Paste Web Graphics** command:

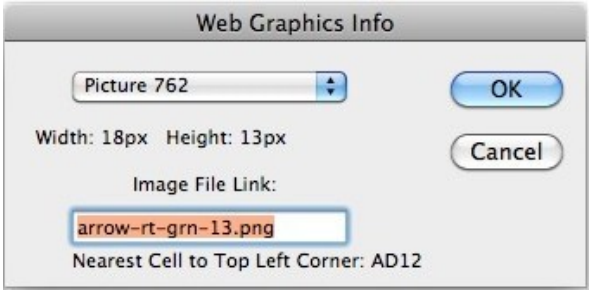


Figure 19-1 Web Graphics Object Information Dialog Box

The user will be prompted to enter an Image File Link for the object. This link is used during web page creation to create the HTML code necessary for the web browsers to locate the image file and place the picture at the correct location on the web page. The **Image File Link** URL will be added optionally to the **Image Files Directory URL** and to the **Base URL** values to create a composite URL to the image file. The value can be modified at a later time via the **Format / Graphics / Web Graphics Info** command. The **Web Composer / Links / Navigation Links** command can be used to show the actual path.

If the **Image File Link** value is not specified, a warning alert will occur. The user can go back and fix this situation now by hitting the **Fix** button. Hit the **Ignore** button to continue without fixing. The link entry can be added later via the **Format / Graphics / Web Graphics Info** command.

These objects can be relocated by selecting the object and then by dragging it to a new location. However, any other manipulations via the **SBC Legacy UI** **Picture Toolbar** and/or **Drawing Toolbar** will only be seen on the screen and on printed pages. Thus, any changes to a web graphics image must be performed in an external graphics application and then re-pasted onto the Team Worksheet.

19.2.2.1 Web Graphics Info Command

This command allows the user to examine and modify attributes associated with web graphics that have been pasted into the Team Worksheet via the **Format / Graphics / Paste Web Graphics** command. A web graphics object is usually selected prior to using this command. If an entry is found in the Web Graphics tables for this object, the identifying information will be displayed. The user will be alerted if the current selection is not a graphics object or not found in the Web Graphics table. In this case, the user may use the pulldown menu to select a particular web graphics picture of interest. If the **OK** button is pressed, the window will shift to display the selected graphics object.

Image File Link

This allows the user to specify a specific filename for the picture when a web page is composed from the Team Worksheet. The **Image File Link URL** will be added to the **Image Files Directory** value (if specified) and optionally to the **Base URL** value to create a composite URL to the image file.

NOTE:
Ensure that the link results in an absolute URL address if the Player Files Directory option is active. Otherwise, the file cannot be accessed on Player files.

Nearest Cell to Top Left Corner

This identifies the nearest cell relative to the web graphic's top left corner. The **Nearest Cell** value is useful to find a particular web graphics object when selected via the dropdown menu. The **Nearest Cell** value will change accordingly if the web graphic object is relocated.

NOTE:
Changes to the image file link do not become effective until the user hits the OK button.

19.2.2.2 Modification or Deleting Web Graphics

A desired web graphics object may be deleted by selecting the object and hitting the **Delete** key.

Modification of a web graphics object must be made externally in your graphics editing application to be reflected in subsequent web pages. If changes are made to a web graphics object, they will not be reflected on the screen or printed pages until the updated image is re-pasted via the **Format / Graphics / Paste Web Graphics** command sequence.

19.2.2.3 Printed vs. Web Page Differences

Pictures and graphics will be printed as they appear on the Team Worksheet via the **General / Print** command.

If web pages are to be generated, the user must supply a link to the image file for each web graphics object used. The **Format / Graphics / Web Graphics Info** command allows the user to view and modify the link value for each web graphics object. Note that a situation may occur whereby the screen/printed images do not match those on the composed web page if the user encodes a different Web Graphics file link than the image that was pasted.

Also, any modifications to a web graphics object via the Excel tools such as contrast enhancement, resizing, etc. will be reflected in the on-screen and printed images, but will not be reflected in the composed web page images.

19.2.2.4 Customizing WebClip Icons

A custom set of WebClip icons can be created to replace the set that is supplied with the ***SBC*** distribution. There are a number of tools available that will create the set from a base graphics file. For example, Icon Slayer is a free web-based tool. There's excellent documentation there as well. Contact ***SBC*** support at support@sbc.aces-softball.com for additional assistance.

20 MULTI-SEASON MODE

20.1 Overview

Statistics in Single-Season Mode files are maintained on a game-by-game basis. The ***SBC*** has the capability of aggregating these statistics from multiple Single-Season Team Worksheets into a composite Multi-Season Mode worksheet to produce a composite set of career statistics.

See **Strategies For Organizing Stats** for an overview of approaches.

Statistics imported into Multi-Season Mode files are aggregated by season. Thus, if any game-specific corrections are required, they should be fixed in the appropriate Single-Season Mode file(s) and subsequently re-imported into the composite Multi-Season stats file.

A Multi-Season file can be imported into another Multi-Season stats file.

Additional capabilities are provided to import stats compiled on a season basis from external files.

20.2 Assembling a Multi-Season Mode Team Worksheet

Each Team Worksheet file (Single- and Multi-Season format) is identified by a unique **Stats File Description** parameter from the **Configure / General Preferences** setting in each file. This parameter may be modified for each file at import time or later as desired.

NOTE:
It is suggested that the **Stats File Description** values be kept to a few characters (eg: the applicable stats year) as they appear under the season **(SEA)** column cells for each player.

20.3 Functional Differences in Multi-Season Mode

Some features found in Single-Season mode operate differently or do not apply in Multi-Season mode.

20.3.1 Career Batting Leaders

Batting leaders can be computed for all available seasons. An optional compilation of the top leaders for a single season across all seasons can be produced. See **Career Batting Leaders** for details.

20.3.2 Division Standings

Division Standings can still be maintained. Standings are maintained manually or imported from external files. See **Importing Team Names and Standings** for details. Automatic calculations are not supported.

20.3.3 Team Records By Season

Single Season Mode Team Worksheets provide summary variables from the Schedule pages. Via document links, these can be used to create a Team Record chart in the User Notes area. See Computed Schedule Summary Values for an example.

20.3.4 Stats Validation

Works the same as in Single-Season mode except that it operates on a season-entry basis.

20.3.5 Multi-Season Web Site

A separate web site can also be generated from these statistics. If the user maintains a primary team web site, the Multi-Season web site can be cross-linked to the primary web site. See **Creating a Web Site With Multiple Seasons and Career Stats** for details.

20.4 Command Set Differences In Multi-Season Mode

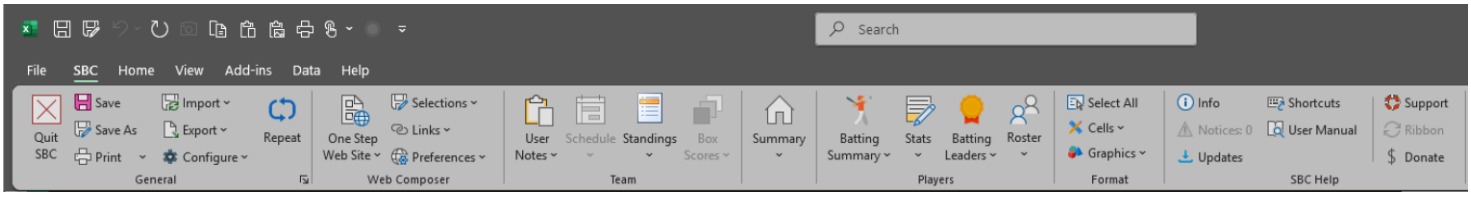
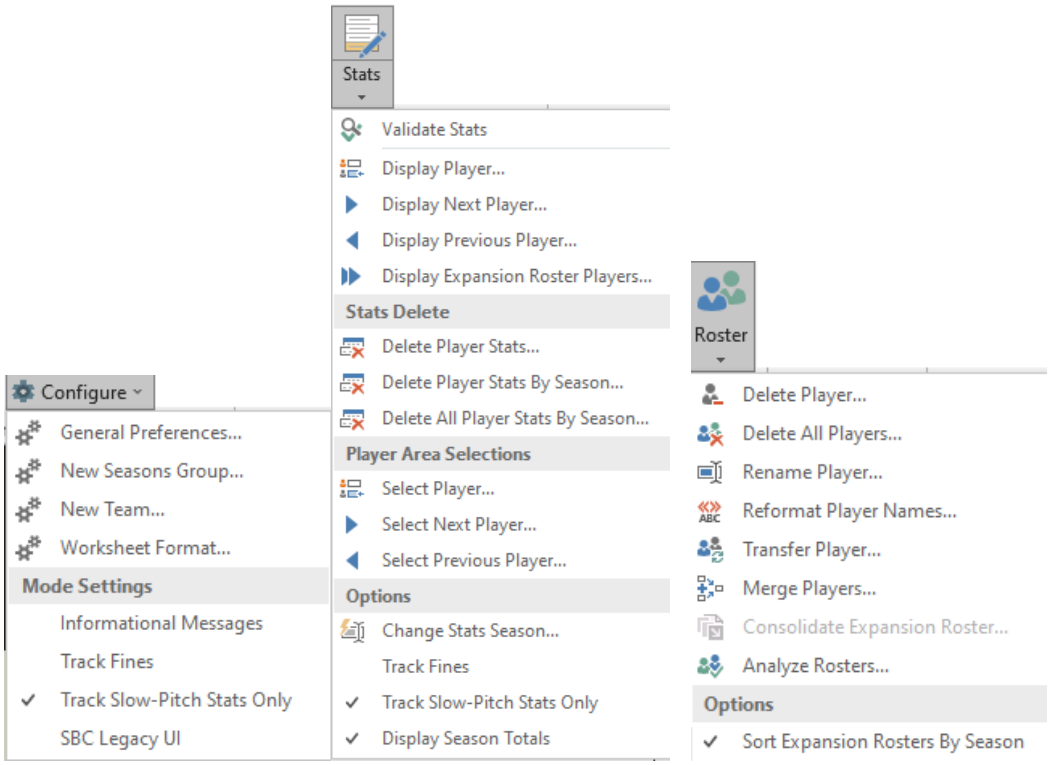


Figure 20-1 SBC Ribbon UI – Multi-Season Mode

Commands that operate based on game-by-game statistics are no longer applicable. Any changes to game-specific stats should be edited in the original Single-Season Team Worksheet files and subsequently re-imported into the Multi-Season mode file. See Appendix A for expanded view of the **SBC Ribbon UI** with commands.



20.4.1 Inactive Commands

The following commands are not active in Multi-Season Mode:

- **Configure / Expanded Commands** – Mode is always set to Expanded Commands mode
- **Configure / New Season**
- All **Schedule** commands
- All **Box Score** commands
- **Standings / Auto-Update Standings**
- **Stats / Edit**
- **Stats / Delete Player Stats by Game**
- **Stats / Delete All Player Stats by Game Range**
- **Stats / Autofill Player Positions (POS)**
- **Roster / Add Player**
- **Import / Roster**
- **Import / Schedule**
- **Export / Schedule**

20.4.2 Command Functional Differences

NOTE:
These commands operate essentially the same as in Single Season Mode. However, the user should take into account their impact on subsequent statistics importing to prevent duplicate/erroneous statistics from being created.

Roster / Delete Player from Roster
Roster / Rename Player
Operates essentially the same as Single Season mode. Renames can be performed on a given player stats for a specific season or all seasons.

Stats / Transfer Player Stats
Roster / Merge Players
Merges operate similar to Single Season Mode except stats are merged on a season-by-season basis. Season identifier information is maintained in this process. **Resolving Issues From Imported Stats** describes some situations where this command is utilized.

If it is desired to merge a single seasons' stats for a given player, **Transfer** the player to the Expansion roster if not already there. Then perform a **Rename** of the player entry for the desired season to a temporary name. Then perform the **Merge** operation. **Transfer** the remaining stats for the player back to the Active roster if necessary.

20.4.3 New Commands

20.4.3.1 Configure / New Seasons Group

WARNING:
This operation is not undo-able !!!

This is similar to configuring a **New Team** except that basic team and standings information is preserved. This is useful for the start of a new season or for playoffs, tournaments, etc.

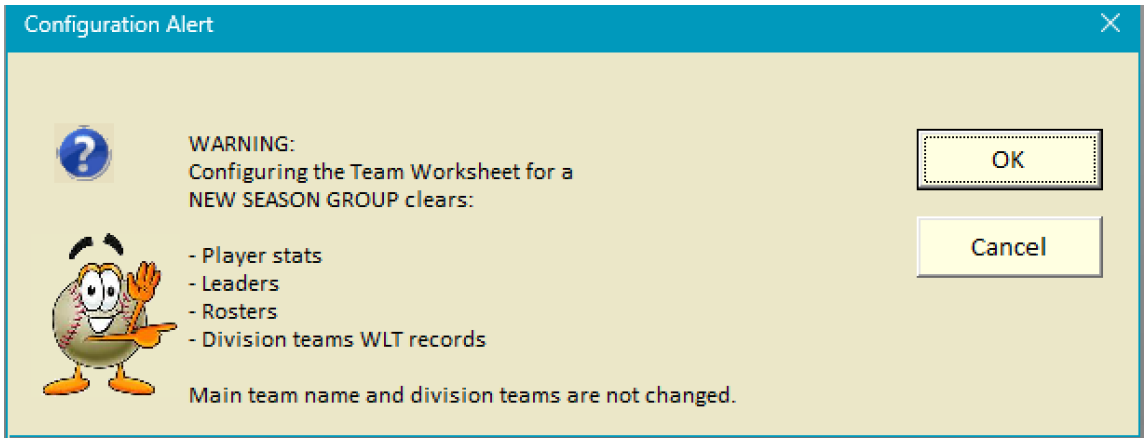


Figure 20-2 New Seasons Group Confirmation Prompt

Hit **OK** to continue. Follow the prompts that follow for basic configuration values.
This will reconfigure the team worksheet for a new set of career stats seasons. Existing rosters, stats, division teams WLT records and batting leaders will be cleared.

20.4.3.2 Rosters / Sort Expansion Roster by Season

As the statistics are tracked by season, sorting by **Game** number is replaced by sorting by **Season ID** (**Stats File Description**). If this option is unchecked, the Expansion Roster is sorted by player names.

20.4.3.3 Stats / Display Season Totals

This option determines if the total number of seasons is computed and displayed for each roster entry. This is the normal display mode when the imported stats files are from full seasons.

If the Multi-Season stats file is comprised of multiple entities for the same season (eg: regular season, playoffs), then this option should be unchecked. Otherwise, the Season totals would be incorrect.

20.4.3.4 Stats / Change Stats Season

This command allows the user to change the **Stats File Description** for a group of stats. The new value cannot be set to an existing value.

20.4.3.5 Stats / Delete Player Stats By Season

This command allows the user to remove the stats for a specific player for the specified **Stats File Description**. To maintain consistency, it is suggested that the user perform this function in the individual Single-Season stats files and subsequently re-import the stats.

20.4.3.6 Stats / Delete All Players Stats By Season

This command allows the user to remove the entire set of stats for a specified range of seasons based on the **Stats File Description** values. This command is of benefit in the case where an incorrect set of stats had been previously imported.

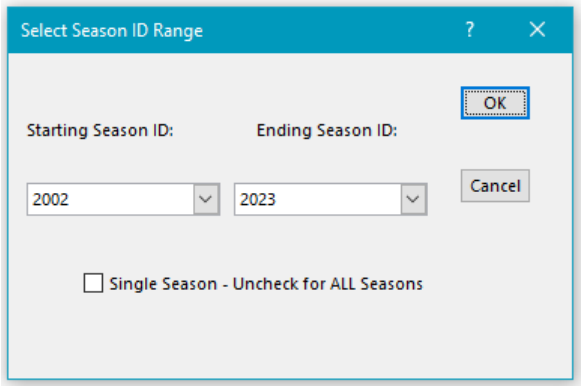


Figure 20-3 Delete All Player Stats By Season Options Dialog

20.4.3.7 Consolidate Expansion Roster

When a large number of stats files from multiple seasons have been merged into a Multi-Season Mode file, the number of entries in the Expansion Roster can get quite large. This command allows the user to consolidate multiple player entries for a specific season into a single composite entry.

Alternatively, all entries for all seasons can be condensed to one entry per season. Once executed, individual player names for the selected year will no longer appear.

When invoked, the user will be prompted for the parameters. The dropdown list will show the seasons that have more than one entry and therefore are candidate(s) for consolidation. After completion, the results will be reported. Then, the dialog will reappear for another operation if there are any additional seasons available.

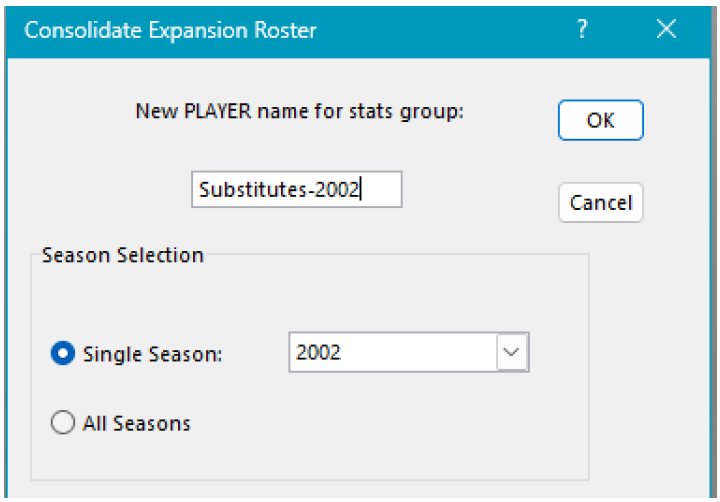


Figure 20-4 Consolidate Expansion Roster Options Dialog

NOTE:
If you select a **New PLAYER name** that already exists, the stats will be consolidated into that players' existing stats. So, make sure that is what you intend to do as this cannot be un-done.

To consolidate the stats for all but a select set of players in the Expansion Roster:

1. Use the **Roster / Transfer Player** command to temporarily move the stats that you do not wish to consolidate to the Active Roster.
2. Run the **Roster / Consolidate Expansion Roster** command. Select a single season or the **Select all seasons** option
3. Finally, use the **Roster / Transfer Player** command to transfer the players back to the Expansion Roster.

20.5 Importing Stats

Statistics can be imported from another ***SBC*** Single-Season, Multi-Season Team Worksheet. In addition, season-oriented stats can be imported from other sources as well. This might be the case if you are migrating from another stats program or service. See **IMPORTING/EXPORTING STATS FROM OTHER SOURCES** for details.

20.5.1 Roster and Stats Importing Methodology

If the player name already exists in either the Active or Expansion roster, the stats from the import file will be merged with existing stats for that player in the Multi-Season file. They will appear as a separate entry in their detailed stats block identified by the import file **Stats File Description**. If the user is re-importing stats for the given **Stats File Description**, then the stats for the player will be over-written.

If the player name does not currently exist in the composite stats, a new roster entry will be created with the **Stats File Description**. The player stats will be added into the Active or Expansion roster based on the players' roster location in the import file.

20.5.1.1 Roster Conflicts

If the import results in a player appearing in both rosters, the stats entry will be placed in the Expansion Roster and will be marked with >>> next to their name. This might occur if a player was in the Expansion roster in one season and moved to the Active roster in another. An alert will occur after the stats importing has finished.

In addition, there are means to resolve potential player name conflicts such as player names that might be spelled differently in different stats files. See **Resolving Issues From Imported Stats** for strategies to resolve these and other conflicts.

20.5.1.2 Importing of Expansion Roster Stats

The user may choose to preserve or ignore the Expansion Roster entries. It is recommended that the Expansion Roster entries be preserved. They can be renamed, merged with other players, consolidated, or deleted at a later time as desired.

20.5.2 Importing Statistics From a Team Worksheet

With an open Multi-Season Team Worksheet, additional statistics from other seasons, tournaments, playoffs, etc. may be imported from their respective files.

Use the **Import / Stats** command and select the Team Worksheet to be imported. The ***SBC*** will test the file integrity as an ***SBC*** file and the revision number. A test to ensure that the active Team Worksheet has not been selected as the import file is also performed (attempt to import the active Team Worksheet into itself). Any issues will be reported. The user will be notified if the import file needs to be updated. If so, close the ***SBC***.

A prompt for the **Stats File Description** will be shown. If the Team Worksheet file has a previously defined **Stats File Description** value, it will be shown as a default. If not, enter a unique identifier for this group of statistics.

Figure 20-5 Worksheet Importing Options Dialog

Alternatively, the user can enter them under a different identifier. This might be the case if the **Stats File Description** in the import file was not entered correctly previously or that the user is choosing to change the identifier strategy. The stats in the import file should be verified as matching the desired identifier before performing this action. This should be performed with care to prevent duplicate stats entries.

If a stats group matching this identifier already exists, the user will be alerted to this condition. If this is acceptable, the imported stats will overwrite **ALL** of the existing stats for that **Stats File Description**. This is a normal situation when it is desirable to update the Multi-Season stats during the season with stats from the current season, playoff or tournaments.

The user will be alerted if the import file is in full stats tracking mode, but the Multi-Season Team Worksheet is in **Slow Pitch Only** mode. The user will have the option to switch to full stats tracking mode at that time.

20.5.3 Stats Import Summary

Figure 20-6 Worksheet Import Stats Summary

At the completion of the import process, a processing summary will be displayed. This summary can be recalled at a later time via the **Import / Import Summary** command.

If multiple player stats entries have been imported into the Expansion roster (**Drive-Bys** in the example), the user will be prompted to optionally compress the stats for these players for this season down to a single entry. Alternatively, the user may choose to defer this operation to a later time via the **Roster / Consolidate Expansion Roster** command.

See **Resolving Issues From Imported Stats** for details on resolving potential issues that might occur as a result of the import process.

As a final step, the user has the option to recompute the Batting Leaders at this time or via the **Batting Leaders / Calculate** command at a later time.

20.5.4 Resolving Issues From Imported Stats

A number of potential issues can arise when importing statistics from different seasons, tournaments, playoffs, etc. The ***SBC*** provides mechanisms for dealing with the most common issues that may occur.

NOTE:
Changes made in the Multi-Season Mode Team Worksheet are ***not*** back-annotated into the individual source Team Worksheets or import files. Therefore, it is suggested that conflicts be resolved at the sources to allow re-importing of stats during the season without the need to re-apply corrections.

20.5.4.1 Incorrect Player Name

A situation may occur where a player's name may have been entered in the roster differently (e.g.: spelling) in different stats files. The **Rosters / Merge Players** command can be used to resolve this situation by combining the stats into a single player entry. In addition, the **Rosters / Rename Player** and **Rosters / Transfer Player** commands may be useful.

20.5.4.2 Player Exists in Both Rosters

This could occur after importing if a player existed in different rosters in different stats files. The user will be alerted to this situation at the completion of the import process. Duplicate player names will be flagged with >>> in the Active Roster.

To resolve this issue, use the **Rosters / Merge Players** command to merge the two entries into a single entry. Merge the entry with the >>> in the Active Roster to the entry in the Expansion Roster. All individual season statistics will be preserved. Move the result back to the Active Roster if desired via the **Rosters / Transfer Player** command.

Where applicable, the **Rosters /Rename Player** command can be used.

The **Rosters / Analyze Rosters** command can be used to ensure that all of these situations have be resolved.

20.5.4.3 Modifying the Stats File Description

It may be desirable to alter the **Stats File Description** for a particular block of stats. This might be necessary if the naming strategy has changed for the individual stats files or an error was detected in the **Stats File Description** spelling. The **Stats / Change Stats Season** command is used to accomplish this.

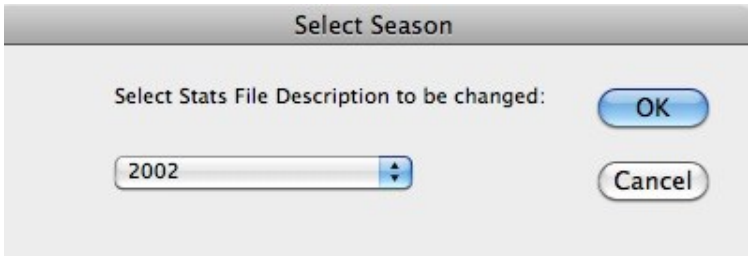


Figure 20-7 Season Selection Dialog

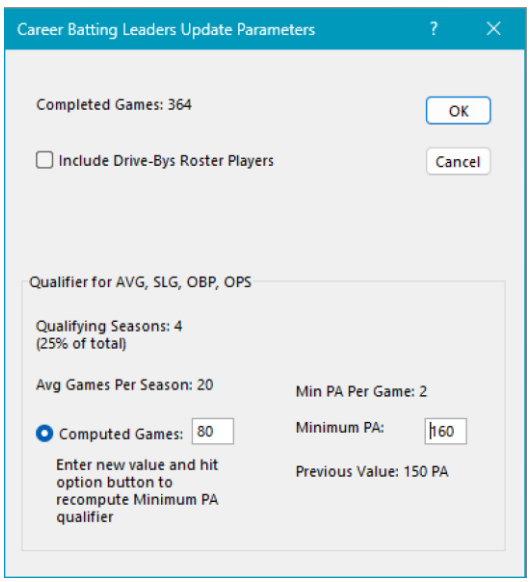
The user is first prompted for the desired **Stats File Description** to be changed. This will be followed by a prompt to enter the new **Stats File Description** value. The new entry will be tested for a duplicate conflict. All player statistics matching the original identifier will be changed to the value.

20.5.5 Removing Stats Based On the Stats File Description

This situation may occur if it is determined that a wrong set of statistics had been imported. The removal can be accomplished for all players stats matching the **Stats File Description** via the **Stats / Delete All Players Stats by Season** command. A single player's stats can be removed via the **Stats / Delete Player Stats by Season** command.

20.6 Career Batting Leaders

Batting leaders can be calculated from the composite stats with runtime options for the **Batting Leaders / Update** command.



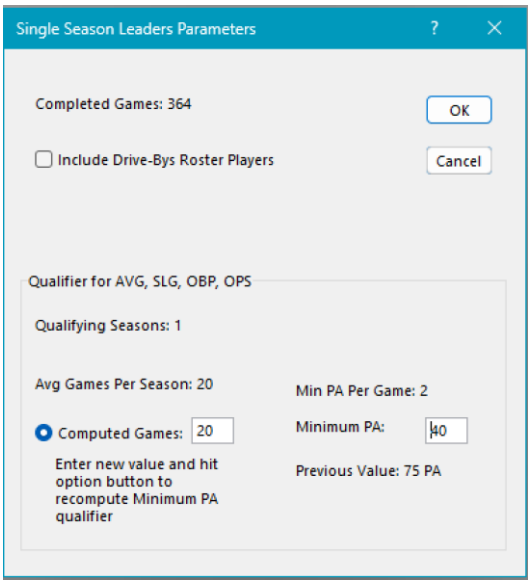


Figure 20-8 Multi-Season Mode Leaders Update Options

20.6.1 Composite Career Batting Leaders

As the total number of **Completed Games** would likely be an un-realistic number for any single player, the **Computed Games** value is initially computed assuming 25% of the seasons played times the **Average Games Per Season**. The result is multiplied times the **Minimum AB/PA Per Game** to yield a **Minimum AB/PA** qualifier. This value can be modified as desired.

The value used in the previous Leader Update calculation is shown for reference. This can be useful to maintain consistency when the user wishes to override the computed value.

20.6.2 Single Season Batting Leaders

An optional compilation of the top leaders for a single season (single season best) across all seasons can be produced. The runtime options are similar except the calculation of the **Minimum AB/PA** is based on the **Average Games Per Season**. Similarly, the user can override or recompute this value.

The value used in the previous Leader Update calculation is shown for reference. This can be useful to maintain consistency when the user wishes to override the computed value.

20.7 Calculating Division Standings

Automatic calculation of the Division Standings is not supported. However, as in Single-Season mode, the standings may be manually updated and calculated or imported from an external file.

21 ENHANCED WEB PAGE GENERATION

NOTE:
These capabilities are for advanced users that desire more extensive control over the resulting web pages.
They are activated in Expanded Commands Set mode.
The user should be familiar with **One Step Web Site** functionality in Single Season Mode.
Contact ***SBC*** support if you have any issues implementing any of these features on your web site.

21.1 Web Page Generation Overview

A custom-designed Web Page Composer in the ***SBC*** generates the web pages. Unlike Excel's built-in Web Page Generator, the ***SBC*** composes very compact and clean HTML5 and CSS code. In addition, the user has control over a number of additional options that are not available with the Excel generator.

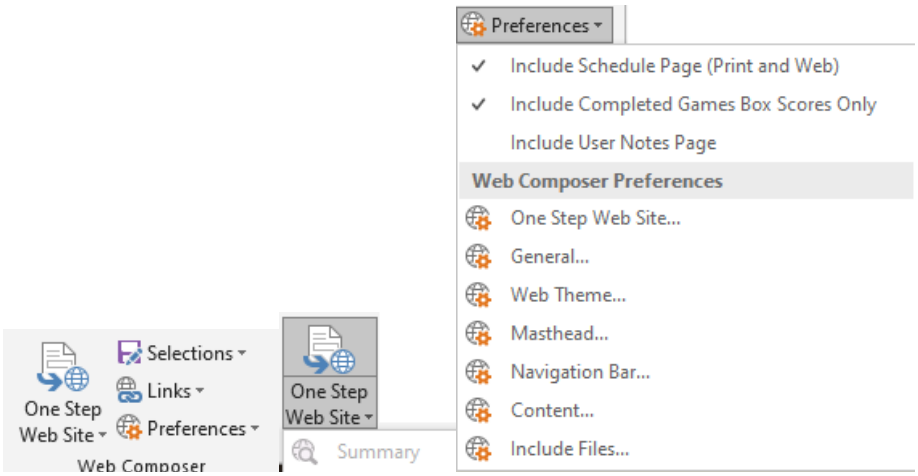
The ***SBC*** generates syntax-correct HTML5 based on the World Wide Web Consortium (W3C) standards version 5 and cascading style sheets (CSS1, CSS2, and CSS3) specifications. It also employs Javascript and the jQuery library. These standards are the baseline used by most popular web browsers including Chrome, Firefox, Safari/Safari iOS, Opera, Android, Internet Explorer, Edge, and others. In reality, the level of conformance to these standards varies by browser type and version.

The ***SBC*** composes web pages using Responsive Design techniques so that each web page will dynamically adjust the content and style based on the user's device and size. The web pages are also compliant with Google's *mobile friendly* standards which will improve search engine ranking of your site.

Every attempt has been made to generate code that is cross-browser compatible. The ***SBC*** does not utilize any browser-specific capabilities and thus, pages should appear similar on most recent vintage browsers. However, there may be differences in page appearance among various web browsers, browser versions, or the host platforms and OS releases. These differences may be due in part by font family variations or specific browser settings.

The ***SBC*** generates most of the content area as HTML tables in order to preserve the tabular data structure of the Team Worksheets.

21.2 One Step Web Site Command



21.2.1.1 Basic Commands Mode

A basic web site is generated with all web files placed in a flat directory structure. All parameters are pre-configured for this mode. Web page styling is configured via the **Web Theme** selection. When the **One Step Web Site** command is executed, runtime processing options are presented.

21.2.1.2 Expanded Command Set mode

An additional set of file organization and styling customizations are available.

21.2.2 Processing Options

These options are accessible via the **Web Composer / Preferences / One Step Web Site** command.

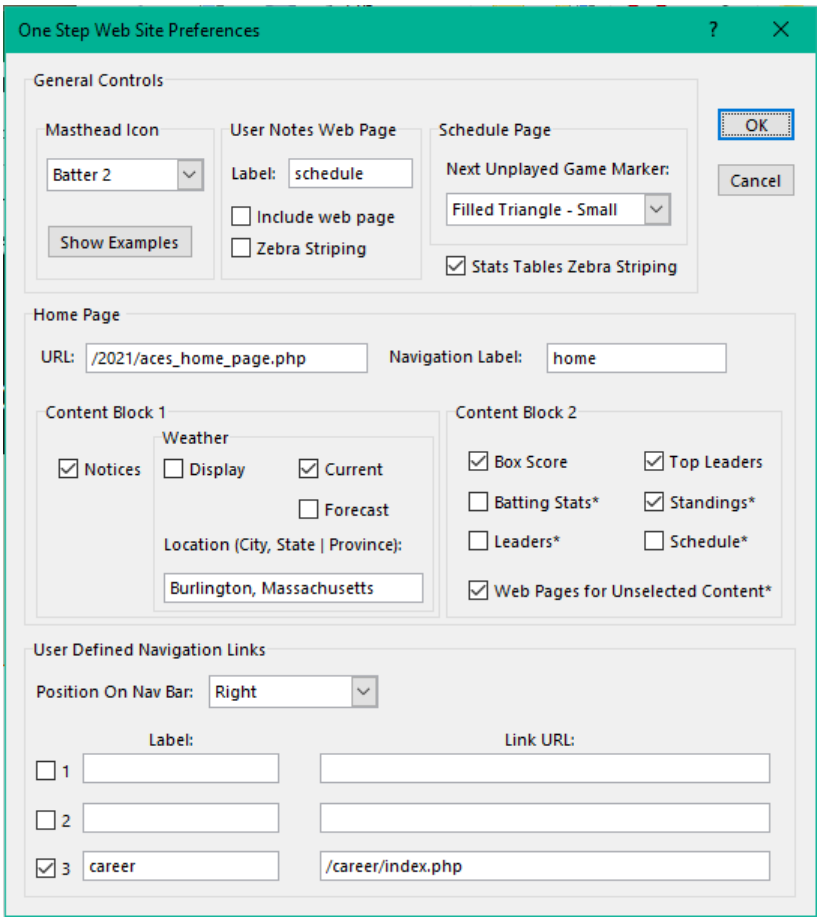


Figure 21-1 One Step Web Site Preferences - Expanded Command Mode

21.2.2.1 Home Page Navigation Label

The label field can be any text value. Leave the field blank to restore the default value **home**. This link always points to the home page.

21.2.2.2 Home Page URL

A unique filename or URL for the home page. The filename suffix will be evaluated for URL Specifications and the suffix will be automatically set to **.html** or **.php** as required.

If **Web Composer / Preferences / General / Prepend Base URL** is active, the **Base URL** can be pre-prepended if the **Home Page URL** is a relative path.

21.2.2.3 Home Page Content

The user may select any combination of content for home page. If **Web Pages for Unselected Content** is checked, any content that is not selected (except Box Score, Top Leaders, Notices and Weather) will be generated as a separate web page with a corresponding navigation bar tab.

If the **Web Composer / Preferences / Include Schedule Web Page** option is disabled, then the **Schedule** option is disabled for both Home Page Content and separate web page generation.

21.2.2.4 User Defined Navigation Links

This option allows up to three additional navigation links to web pages or locations outside of the ***SBC*** generated pages. The **Position on Nav Bar** option determines the location of these links as a group on the navigation bar relative to the predefined ***SBC*** tabs. For each active link, a **Label** and a **Link URL** must be specified. The label field can be any text value that does not conflict with any other navigation bar label.

In the example, the user has defined a custom link to a **career** site. The **Position on Nav Bar** has been set to **right**. This would result in the navigation tabs as shown.

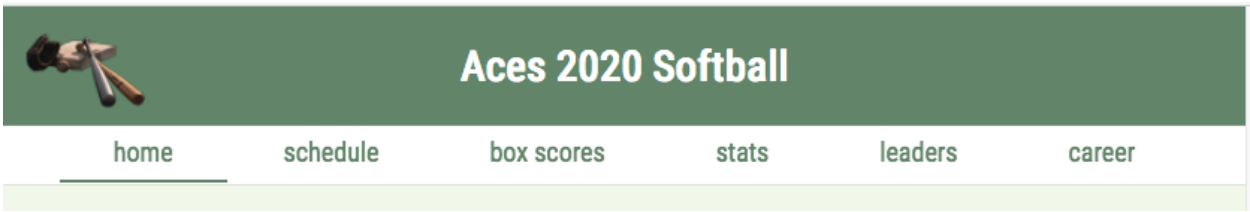


Figure 21-2 Customized Navigation Bar Example

21.2.3 One Step Web Site Processing Summary

Web Composer / One Step Web Site / Summary

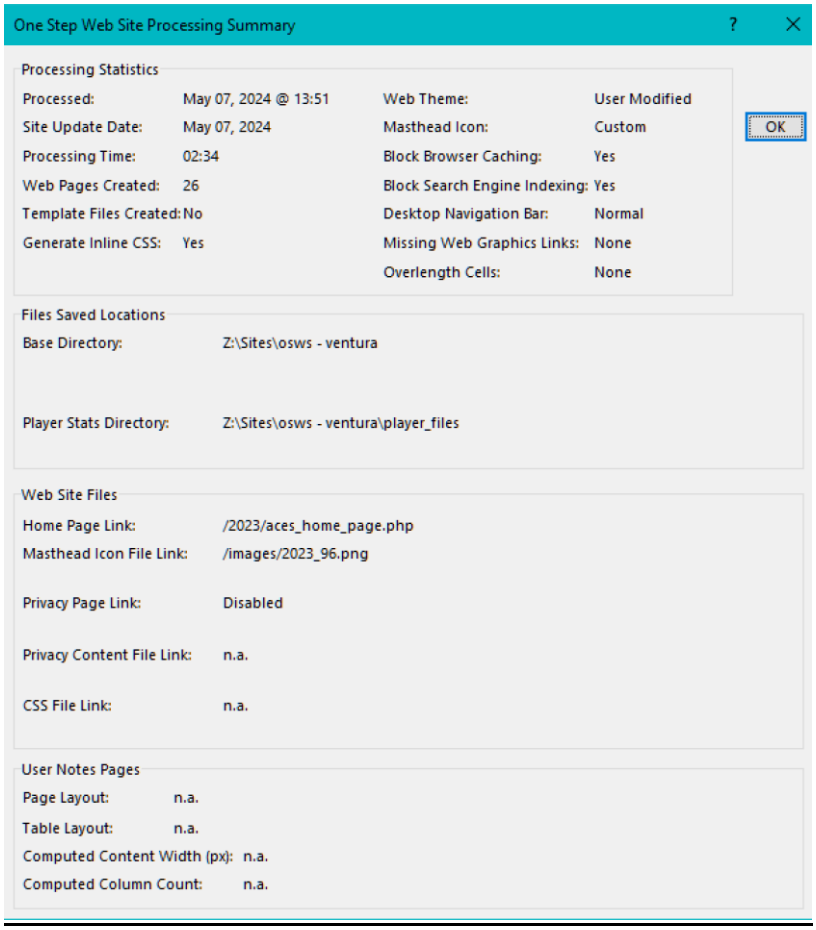


Figure 21-3 One Step Web Site Processing Summary – Exapanded

In addition to the basic processing statistics, URL's to the privacy files and external CSS files will be shown, if enabled.

Information relative to the **User Notes** processing area is displayed. These results can be helpful in adjusting the content/layout. The modes are based on the **User Notes Page Processing** in the **Web Composer / Preferences / Content** settings. See User Notes Web Page Processing Options for more details.

21.2.4 Customizing Web Themes

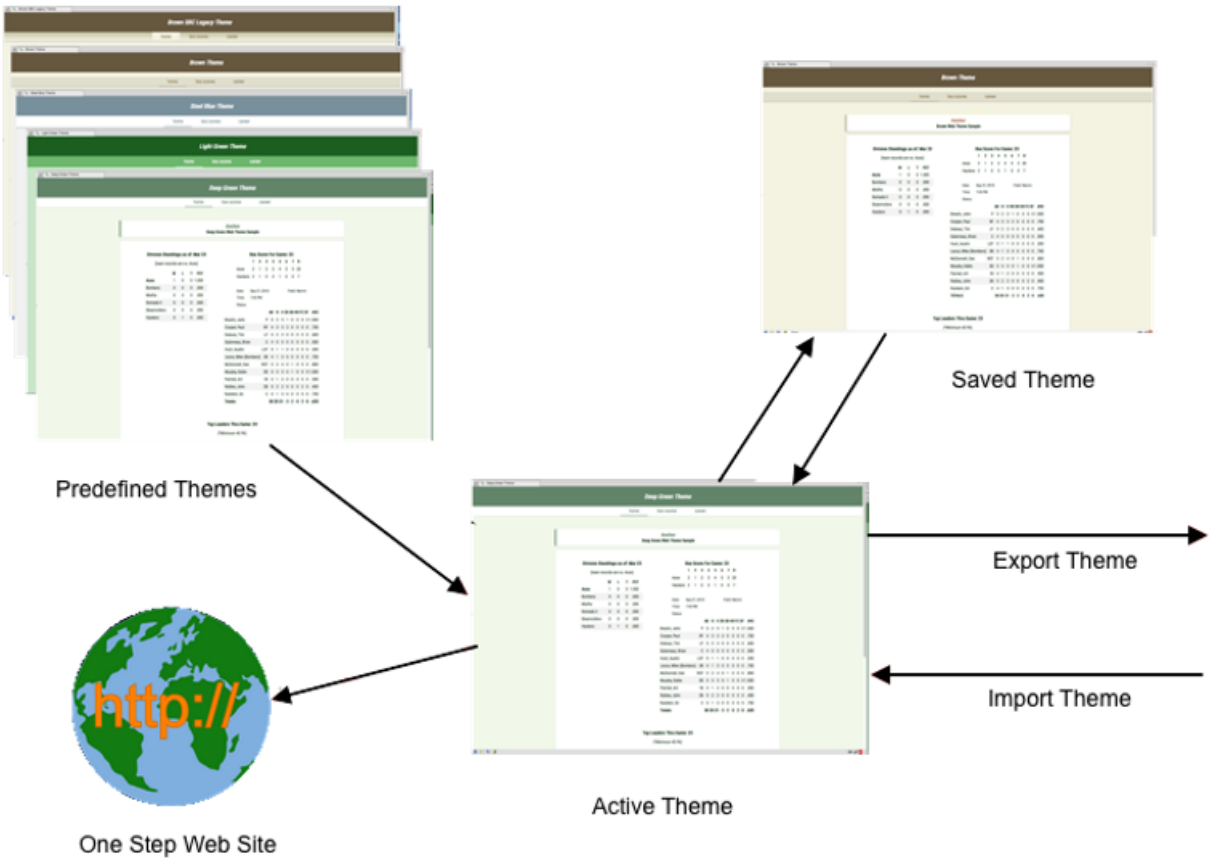


Figure 21-4 Customizing Web Themes

In addition to the built-in themes, the user can create their own custom theme. Typically, it is beneficial to start with one of the built-in themes as a baseline and then experiment with changes using the **Web Composer / Preferences** options for **Masthead, Navigation** and **Content**. There are a number of excellent resources on the web for selecting color schemes.

Your customized theme will now be the **Active** theme. It will be preserved for re-use as the **Active** theme when you save the Team Worksheet. If you wish to use your customized theme in addition to one of the predefined themes, use the **Web Composer / Preferences / Web Theme** command and hit the **Save Theme** button. This will save the **Active** settings as the **Saved Theme** for future recall. In addition, if you attempt to load an alternate theme when there are modifications to the **Active** theme, the command will alert you to save the current settings if desired before loading.

If you wish to transfer your customized theme to another Team Worksheet, ensure that it is the **Active Theme**. Then, use the **Export / Active Web Theme** command to create a file with these settings. This file can be imported into other Team Worksheets as desired via the **Import / Active Web Theme** command.

WARNING:
Do not edit the contents of web theme files as unexpected results can occur

21.2.5 User Defined Hyperlinks

User-defined hyperlinks may be placed in unprotected cells for subsequent web pages. This is primarily intended for use in the **Summary Notices, Schedule** and **User Notes** areas. However, these may be placed in any unprotected cell.

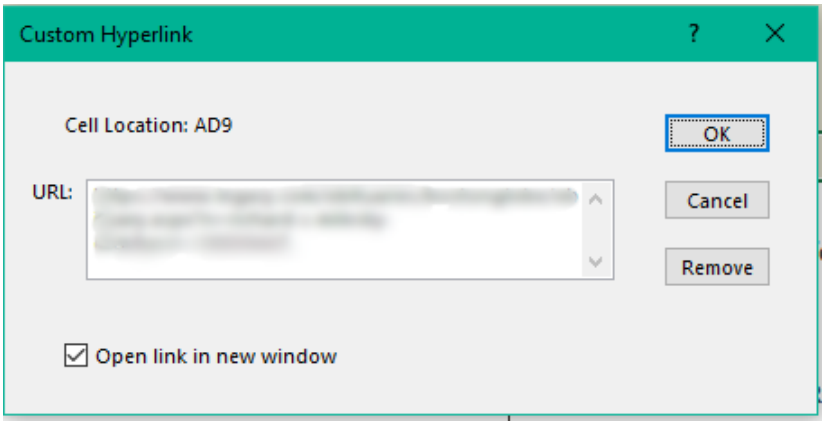


Figure 21-5 Custom Hyperlink Dialog

To add a custom hyperlink, select the cell of interest and run the **Web Composer / Links/ Edit Hyperlink** command. The desired URL can be entered, modified or removed. When file and directory processing is enabled, the URL's are subject to the same processing rules for **Prepend Base URL**. Cells that have an active hyperlink will be identified with a small red marker.

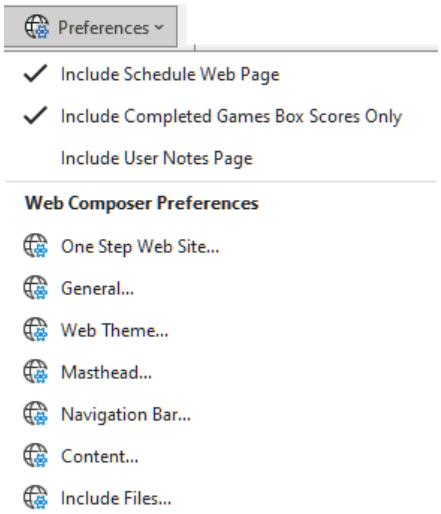
NOTE:
A custom hyperlink cannot have a value of **H** or **O**.

The **Open link in new window** option will create a new window in the user's browser when the link is clicked.

The **User Notes / Format** command can also be used to remove all hyperlinks in the **User Notes** area with or without clearing or reformatting the cell contents.

21.3 User Modifiable Attributes for Web Page Processing

NOTE:
Selection of a **Web Theme** will configure all of the styling attributes to render the web pages. The user may selectively override the attributes as desired to produce a **Custom** theme. This **Custom** theme can be transferred to another Team Worksheet, if desired. These options are contained in the **Web Composer / Preferences** submenu commands unless noted otherwise.



21.3.1 Color Selections

Defined HTML color settings can be selected from the dropdown lists. Samples of these colors are shown in **APPENDIX B - DEFINED HTML WEB COLOR NAMES**. See **HTML Color Management** for more details on color parameter entry.

21.3.2 General Processing Options

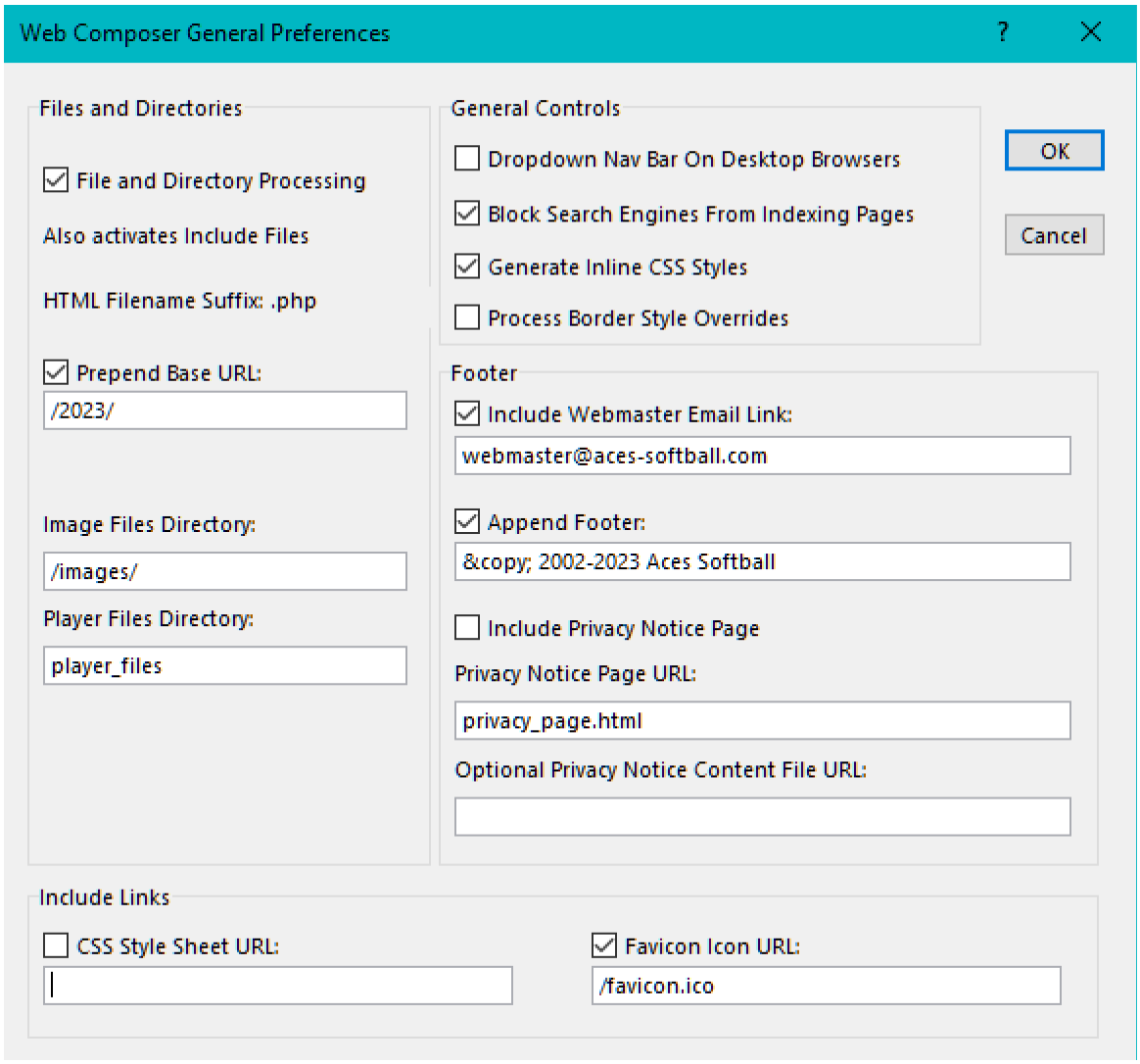


Figure 21-6 Web Page Composer General Preferences Dialog

21.3.2.1 Files and Directory Processing

In Basic Commands Mode, all ***SBC*** files are generated into a flat directory structure. Navigation links are computed with relative values. In Expanded Commands Mode, a structure can be created to keep related files in separate directories for ease of site management. This is useful when creating a web site with multiple seasons, career stats and shared graphics files. Figure 21-7 shows the relationship of Files and Directory Processing.

NOTE:
In Expanded Commands mode, it is advisable to code **ALL** links as absolute URL's so that they will work properly from ***SBC*** web pages that are inside sub-directories (eg: Player Files Directory).
Use the **Web Composer / Links / Navigation Links** to evaluate the computed URL's.

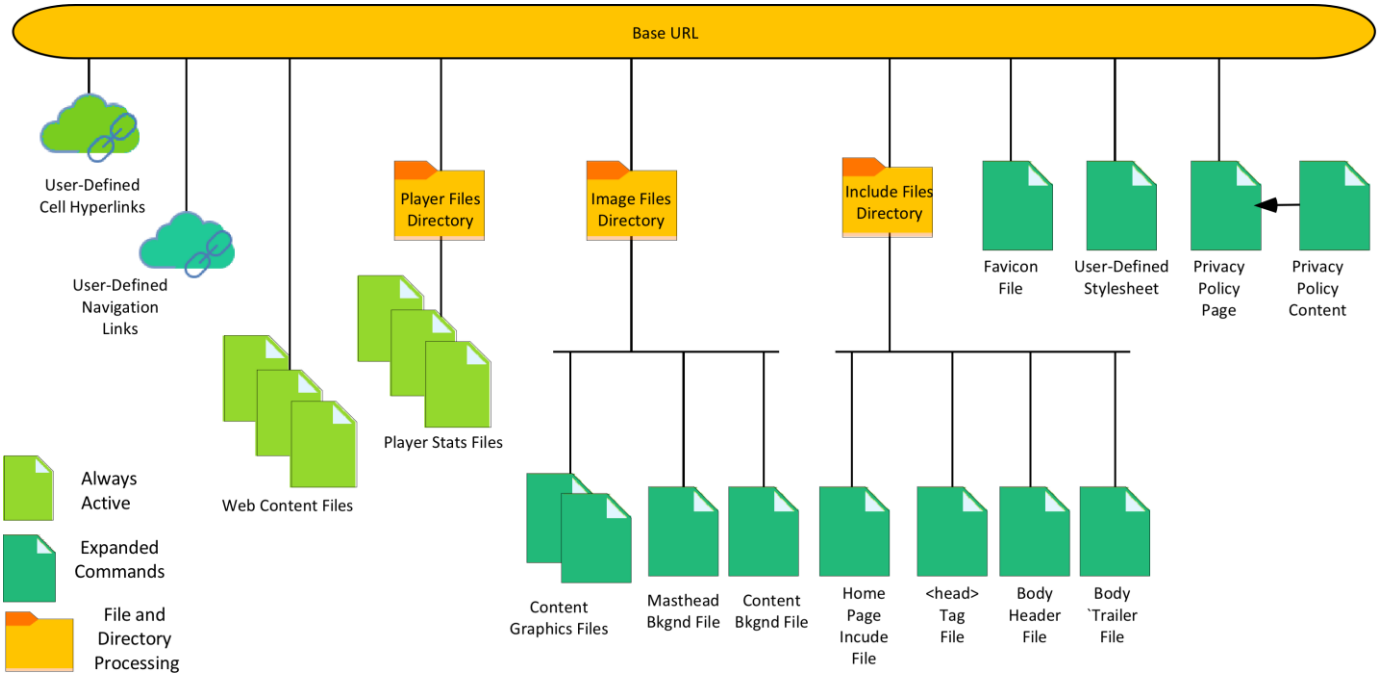


Figure 21-7 File and Directory Processing Hierarchy

For example, if the **Prepend Base URL** adder is enabled with a specification of **/MyBase**, a path for a home page of:

MyTeam_home_page.html

would form the absolute URL: **/MyBase / MyTeam_home_page.html**

However, a relative URL specification of: **./ MyTeam_home_page.html** or **../ MyTeam_home_page.html**
or an absolute URL of: **/ MyTeam_home_page.html**

would be left unchanged. The same processing holds true for the directory adders.

21.3.2.2 HTML Filename Suffix

The suffix is automatically configured based on the following operational modes:

Mode	Suffix
Basic Commands Set	**.html**
Include Files Inactive	**.html**
Include Files Active	**.php**
Web Composer / Selections / Save Selection as HTML Table	**.html**
Privacy Page with separate privacy content file	**.php**

Table 21-1 HTML Filename Suffix Configurations

21.3.2.3 Prepend Base URL

When enabled, this option will conditionally apply the prefix to the following URL/filename parameters:

- Home Page URL
- ***SBC***-generated navigation links
- CSS Stylesheet filename
- Favicon link filename
- Image file directory

- Player files directory
- Page background image filename
- Masthead background image filename
- Include files and include files directory
- Content area graphics
- User-defined navigation links
- User-defined hyperlinks

The **Prepend Base URL** specification can be either relative or absolute. The ability to enable/disable/change the **Prepend Base URL** specification allows web development in a wide variety of structures.

NOTE:
If a hierarchical structural is deployed (eg: use of any of the directory adders), it is imperative to activate the **Prepend Base URL** option with a value that insures absolute URL's for all navigation links. A value of: / will bind all URL's to the top-level (root) directory of the web site.

21.3.2.4 Image File Directory URL

This option can be particularly useful to allow common graphics files to reside in a single directory for all generated web sites.

21.3.2.5 Player Files Directory Processing

This capability allows the user to keep the detailed player stats files in a separate directory. If specified, this value will be pre-pended to the hyperlink URL of the actual player files.

If this is activated, the ***SBC*** will prompt the user for the correct directory to place these files. The user must ensure that this directory path is consistent with the hyperlinks that will be generated for the detailed player stats files.

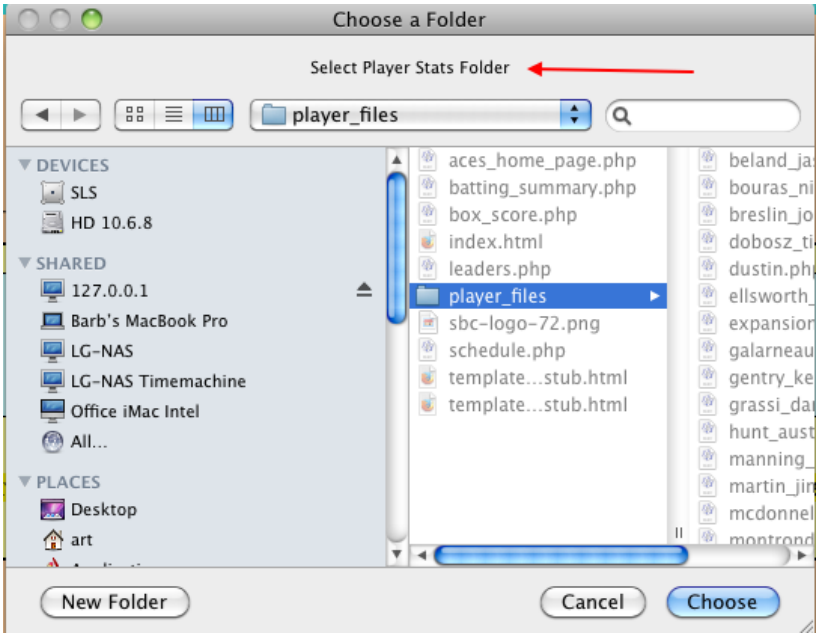


Figure 21-8 Web Page Composer Player Stats Directory Selection Dialog

21.3.2.6 CSS Style Sheet URL

This specification allows the use of a user-defined cascading style sheet (CSS) file. If specified, the contents will be processed after the predefined CSS rules. Thus, these can override predefined style values from the Team Worksheet and/or **Web Composer / Preferences** commands. The CSS Stylesheet can be activated without the **File and Directory Processing** enabled. See **Cascading Style Sheets** for more details.

21.3.2.7 Include favicon <link> tag

This option allows the inclusion of a `<link>` element to specify the location of your favicon file. Normally the favicon file is placed in the root directory of your web server. However, this URL may be used to specify an alternate location. The favicon option can be activated without the **File and Directory Processing** enabled.

The favicon file can be in the form of a `gif, jpg, jpeg, png,` or `svg` image file as well as the legacy `ico` format. Several on-line tools are available to assist in developing/verifying favicon files such as: https://www.favicon-generator.org/ and https://realfavicongenerator.net/ .

21.3.2.8 Include Webmaster Email Link

When enabled, this will append a hyperlink to contact the webmaster by email. The link will appear as:

Web Site Problems ? Contact Webmaster

in the footer area. If a user clicks on this link, their default email client will be invoked creating a new email message with the subject line encoded as:

Subject: ***main_team_name*** **Web Inquiry**

Ensure that a valid email address is entered.

WARNING:
Use caution when including this link !!!
The ***SBC*** uses a technique to obfuscate the email address from malicious web scrapers and bots, but no method is 100% fool-proof.
So, make sure that you employ a unique email address that you can easily de-activate if the address becomes compromised.

21.3.2.9 Append Footer Text

When enabled, a text line will be appended at the bottom of each web page. The user may enter any text string as desired. If disabled or blank, the footer text will not be added to the web page. In the Figure 21-6 example, the footer entry is used prepends a copyright notice with the Unicode **©** character to generate the © symbol.

21.3.2.10 Dropdown Nav Bar on Desktop Pages

When active, the masthead will mimic the masthead on mobile browsers with a hamburger symbol at the right. The navigation bar will be hidden. Navigation bar visibility is controlled by clicking on the hamburger symbol, similar to mobile browsers.

When inactive, the navigation bar is always visible.

WARNING:
Dropdown navigation bar display requires Javascript is enabled in the browser.

21.3.2.11 Block Search Engines From Indexing Pages

This option is usually inactive which will allow web search engines and Artificial Intelligence (AI) and Machine Learning (ML) harvesters to scrape your web site pages and content. However, if you wish to restrict the visibility of your site from these beasts, activate this option. When active, a unique meta-tag is generated to instruct web crawlers from indexing/harvesting the web pages. A unique **robots.txt** file is generated as well.

After creating or updating your web site, ensure that **robots.txt** file is placed at the top-level (root) directory of your web site.

WARNING:
Do not change the name or contents of the **robots.txt** file.

Note that if you modify this setting, it may take several days for the engines to reflect the change.

WARNING:
Legitimate search engine indexing and AI/ML harvesters will honor this setting. However, Malicious web harvesters and bots usually don't. Any links, email addresses, personal information that you incorporate could be vulnerable to harvesting by these bots.

21.3.2.12 Impact of Artificial Intelligence Harvesters

Unfortunately, Artificial Intelligence (AI) and Machine Learning (ML) harvesters are **NOT** required to honor any search engine or other settings encoded in a **robots.txt** file. And, unlike traditional search engine bots, there is no "un-do" capability once and AI/ML has harvested your site.

There are techniques to avoid this but they require modifications to files on your web site server (**.htaccess**) and still may not provide a 100% guarantee of success. So best advice is to avoid inclusion of any personal data on your site.

21.3.2.13 Generate Inline CSS Styles

When this option is checked (default), in-line CSS styles will be generated in each file. The **CSS Style Sheet URL** can be used in addition to the generated inline styles. Following the cascading rules of CSS processing, any common styles in the user-specified stylesheet file will override the internally generated styles.

WARNING:
It is not recommended to deactivate (uncheck) this setting and use an external **CSS Style Sheet URL** exclusively as unexpected results can occur.

As a safety measure, in-line CSS styles will be generated if this option is unchecked and a **CSS Style Sheet URL** is not specified.

21.3.2.14 Process Border Style Overrides

By default, manually applied cell borders on the ***SBC*** Team Worksheets are not mapped to web pages. Border styles incur a significant amount of processing and thus have a negative impact on web page generation time. To enable, check the **Process Border Style Overrides** option.

NOTE:
Borders and drop shadow styling can be deployed on specific areas of the web pages such as the masthead, navigation bar and content card areas.

21.3.3 Content Processing Options

These options specify the overall page background and content cards layout and design. Initial values are configured by the **Web Theme** selection.

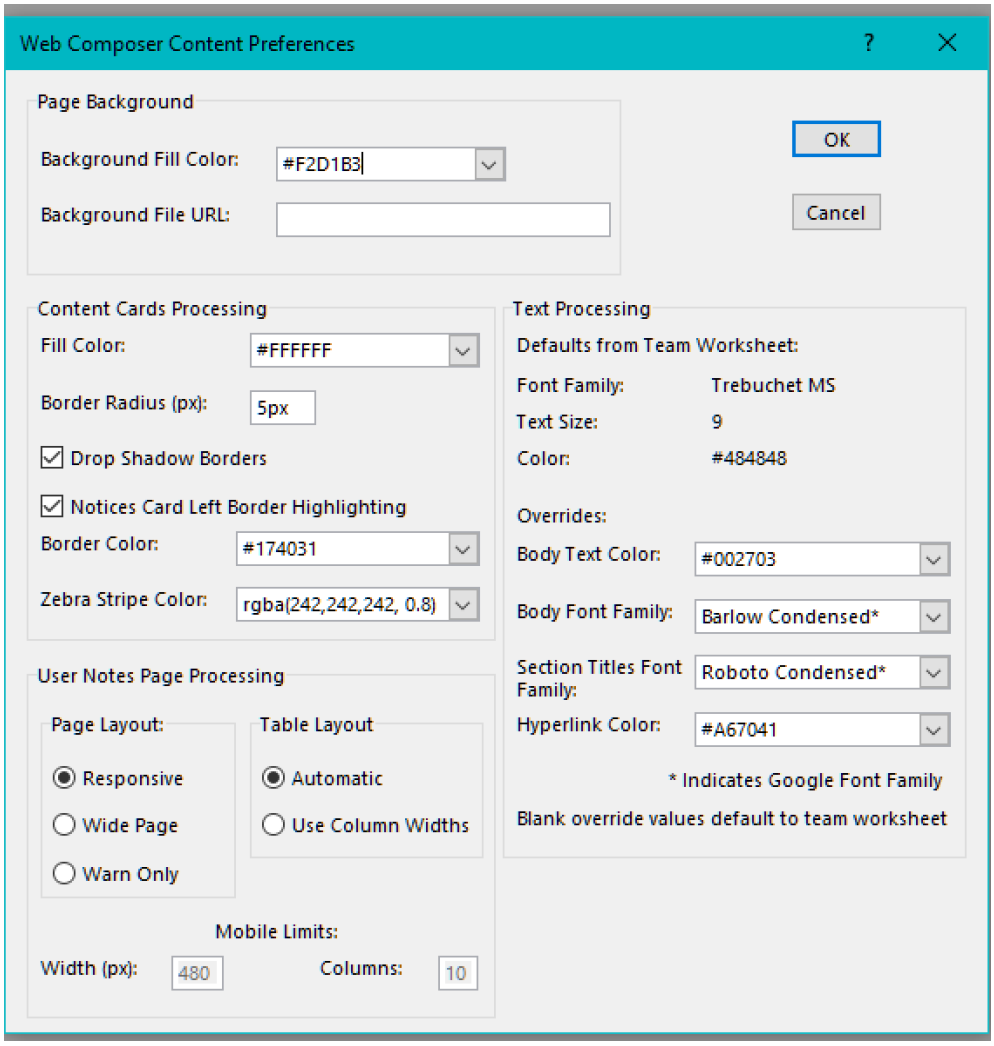


Figure 21-9 Web Page Composer Content Preferences Dialog

21.3.3.1 Page Background Fill Color

Specifies an optional background color for the web page if a background image has not been specified or if the background image file is not found or cannot be rendered by the browser. The user can override this value via a predefined HTML web color name from the dropdown list in the edit box. Examples of the predefined colors are shown in Appendix B. Alternatively, a specific color value may be entered. **HTML Color Management** describes the format.

If specific background values are not specified, the web page defaults to a value specified by the user's browser (generally white or light gray) or, optionally, via an external CSS **background**, **background-color** property.

21.3.3.2 Page Background File URL

Allows the user to optionally specify a path to a file that contains the desired background image. If a background image is not desired, leave the field blank.

This file is normally a graphics file (**.gif, .jpg, .png,** etc.) in web-ready format (no preview). The entry in this field should be a path name description to the file relative to the location of where the web page will reside or an absolute URL path. If specified, the **Image File Directory** and **Prepend Base URL** can be applied.

21.3.3.3 Content Cards Block Fill Color

Specifies the background color for all styled cards/blocks.

21.3.3.4 Content Cards Border Radius

Specifies rounded corner effect for each content area. Specify the value in pixels (e.g.: **2px**). Enter a value of **0px** for squared corners.

21.3.3.5 Content Cards Drop Shadow Borders

When checked, applies a dropped shadow effect to the bottom of each content area.

21.3.3.6 Notices Card Left Border Highlighting

When checked, this will apply a thick border to the left edge of the first content card (eg: Notices). The color may be modified as desired.

21.3.3.7 Notices Card Left Border Color

Specifies the stripe color for the left border.

21.3.3.8 Zebra Stripe Color

Controls the color of the alternate stripe color when Zebra striping is enabled.

21.3.4 Text Processing Options

Initial values are configured by the **Web Theme** selection.

WARNING:
Use caution when modifying the font family, size and weight parameters
as they are highly interrelated and may affect the amount of visible content on the pages.
This is especially important when viewed the pages will be viewed on small mobile devices.

21.3.4.1 Default Worksheet Font Family, Size and Text Color

This will display the most frequent text font values used on the Team Worksheet for a reference.

21.3.4.2 Base Font Family and Text Color Override

Allows selection of an alternate font family and color for the payload content of the web pages including tabular data. This will take precedent over the **Default Worksheet Font Family** and **Color**. Leave the field blank to instruct browsers to use the default values**.** The **Format / Cells** commands can override the font family/size/color/style/fill for individual cells.

21.3.4.3 Section Titles Font Family Override

Allows selection of an alternate font family the section titles. This will take precedent over default worksheet section titles font family. Leave the field blank to instruct browsers to use the **Default Worksheet Font.** The **Format / Cells** commands can override the font family/size/color/style/fill.

21.3.4.4 Web Safe Font Families

Web Safe Fonts are font families that claim to be present on virtually all desktop and mobile devices. The actual list is a constant moving target given the wide array of desktop and mobile devices, operating systems, browsers, and associated revisions. There is an endless list of web sites that claim to have the definitive lists of web safe fonts.

For font examples and lists of other font families, check out:

https://cssfontstack.com/
and
https://www.w3schools.com/cssref/css_websafe_fonts.asp

Table 21-2 is compiled from the tables at https://cssfontstack.com/ plus additional fonts from the Google font libraries that have high availability on popular browsers.

Font Family Name	Style	Relative Size
Arial	sans-serif	
Arial Black	sans-serif	
Arial Narrow	sans-serif	
Arial Rounded MT Bold	sans-serif	
Audiowide*	sans-serif	
Barlow Condensed*	sans-serif	87%
Brush Script MT	cursive	
Calibri	sans-serif	
Cambria	serif	

Font Family Name	Style	Relative Size
Century Gothic	sans-serif	
Comic Sans MS	sans-serif	
Comic Neue*	sans-serif	
Comic Neue Angular*	sans-serif	
Copperplate	fantasy	
Courier New	monospace	
Garamond	serif	
Georgia	serif	
Gill Sans	sans-serif	
Lato*	sans-serif	106%
Lucida	sans-serif	
Lucida Bright	serif	
Lucida Sans Typewriter	monospace	
Open Sans*	sans-serif	111%
Palatino	serif	
Papyrus	fantasy	
Roboto Condensed*	sans-serif	**100%**
Roboto*	sans-serif	107%
Sofia Sans Condensed*	sans-serif	82%
Source Sans*	sans-serif	
Tahoma	sans-serif	
Times New Roman	serif	
Trebuchet MS	sans-serif	110%
Verdana	sans-serif	

Table 21-2 Web Safe Font Families
Fonts identified with an asterisk in the list (*) are fonts from the Google font libraries

A generic font family name (**serif , sans-serif, monospace, cursive, fantasy**) will be included in the web pages code as a fallback if the selected font family name is not supported by the user's browser. When selecting a font, the user will be alerted if the font is not a web safe font.

A given font may not render the same look and/or size on all systems, printers or browsers. In addition, some mobile browsers do not support all of these font families. As an example, the **Comic Sans MS** font is a proprietary Microsoft font (MS) that will display correctly on the Team Worksheet, printed pages, and on most Windows desktop browsers. However, it is not included on Apple iOS or macOS devices, so it will drop back to a **sans-serif** font.

As an alternative, the Google fonts **Comic Neue**, and **Comic Neue Angular** are similar to the **Comic Sans MS** font and will display correctly on all desktop and mobile browsers as the font is downloaded and cached. However, it will display as a **sans-serif** font on the Team Worksheet and printed pages.

So, it is best to test your font selections on your users' expected devices before committing.

Table 21-2 shows the relative size of selected font families compared to the **Roboto Condensed** Google font family at 16px size for web pages. The ***SBC* Themes** deploy the smaller **Barlow Condensed** family as a default to improve content packing on mobile devices. You can choose a different font family if the pages don't display as desired on your target client's browsers.

21.3.4.5 Google Font Families

Use of the Google font families allows the user to specify optional font overrides for the base font family, Masthead Banner and Content Block Titles (eg: Division Standings title). These may be different font families for each. If you enter a different font from the Google font library, make sure that you place an asterisk as the last character in the font family override name.

One limitation is that use of Google font family overrides on individual cells is limited to those that have been specified previously for the base font family, Masthead Banner, or Content Block Titles.

21.3.4.6 Text Color Override

This allows the base text color to be modified for the web pages.

21.3.4.7 Hyperlink Text Color

Controls the base color of hyperlinks. Visited color is the same as the base color.

21.3.5 User Notes Web Page Processing Options

Page Layout

- **Responsive Design** – Instructs the browser to dynamically adjust the amount of content displayed based on the devices' screen width and orientation. This is the default in Basic Command Set mode and should be sufficient for most applications.
- **Force Wide Page** – This mode activates horizonal scrolling for the page. Less desirable than **Responsive Design** but does allow all content to be viewed on small device screens.
- **Warn Only** – The user will be alerted if the limits are exceeded but the page will still be rendered by the browsers as one page wide with vertical scrolling only.

Table Layout

- **Automatic** - Instructs browsers to render the content area in as small an area as possible. This is the default and should produce satisfactory results under most conditions.
- **Follow Column Widths** - Instructs browsers to render the content area column using the widths seen on the ***SBC*** application screen. This may result in a wider than necessary web page and may not produce satisfactory results, especially for mobile devices.

The **Mobile Page Width Limit** and **Column Limit** values are helpful in sizing the displayed content extracted from the **User Notes** page.

21.3.6 Masthead Processing Options

The options control attributes of the masthead area. The masthead height is automatically set to **80px** for desktop and **50px** for mobile browser viewing. Initial values are configured by the **Web Theme** selection.

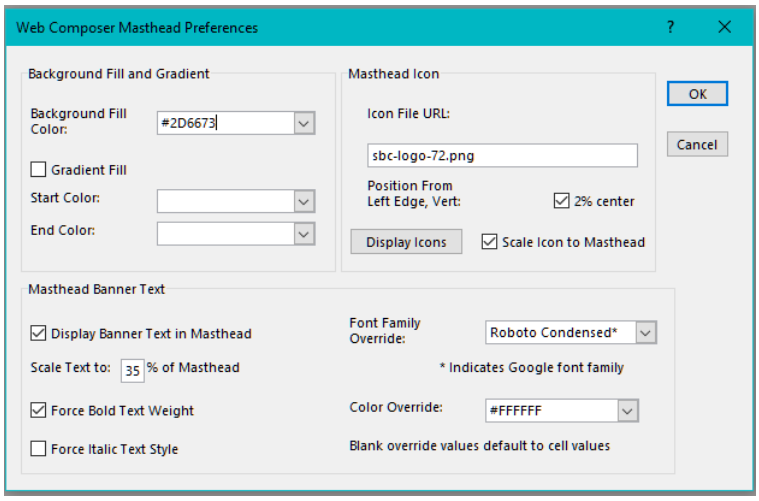


Figure 21-10 Web Page Composer Masthead Preferences Dialog

21.3.6.1 Masthead Background Fill and Gradient

If the **Gradient Fill** is enabled, the **Start Color** and **End Color** selections control the color span of the gradient. If the Gradient Fill is disabled or not supported by the user's browser, a fallback to a solid **Background Fill Color** will be used. This color is also used for the passive fill of the **Scroll-to-Top Navigation** icon.

21.3.6.2 Masthead Banner Text

The ***SBC*** will extract the text line from the Team Summary page header area of the Team Worksheet and use this as a banner on the masthead. The banner text will be sized to fit and centered in the masthead. The **Color Override** and/or **Font Family Override** can override the worksheet values as desired. A blank entry will extract the worksheet value. Note that the text color is a separate setting from the Content area colors options. **Bold** and **Italic** styling can be forced as well.

The banner text can be suppressed by unchecking the **Display Banner in Masthead** option. This might be the case if a custom icon or masthead background is deployed.

NOTE:
If the target audience will be using mobile browsers to view the site,
the count of characters in the Masthead Banner should be limited
to fit within the smaller viewing area.
Otherwise, the Hamburger and/or masthead icons might be occluded.

21.3.6.3 Masthead Banner Text Height Scaling

The banner text will be scaled by FM to fit the size of the masthead. This can be any integer value from **20%** to **80%.**

21.3.6.4 Masthead Background Icon File URL

A user-defined masthead icon file or a custom masthead background can be deployed. The file can be any web-compatible graphic format. However, **.png** format with transparent backgrounds is preferable to merge with the masthead background fill colors. The Web Composer will place the icon at the left edge of the masthead and automatically resize the image to fit.

Enter the custom icon file name via the **Web Composer Masthead Preferences / Icon File URL** field. If **File and Directory Processing** is employed, follow the same rules based on the resulting URL for the icon file.

If the **Scale Background Graphics to Masthead** is checked, the ***SBC*** will automatically size the image to fit into the masthead and center it vertically.

If the graphic file is an icon, the **Position** option may be activated to offset the icon 2% from the left-most edge of the masthead. If a full-width image file is deployed, uncheck the **Position** option to align the graphic flush to the left edge.

If the user selects one of the built-in masthead icons via the list in the **Web Composer / Preferences / One Step Web Site Preferences** command, then the corresponding icon file name will appear in this field. If the user choses to use a custom icon file name specification, then the **Custom** selection value will appear the next time the user opens that submenu.

The **Display Icons** button displays examples of the predefined masthead icons (browser and active internet connection required).

21.3.7 Navigation Bar Preferences

Initial values are configured by the **Web Theme** selection.

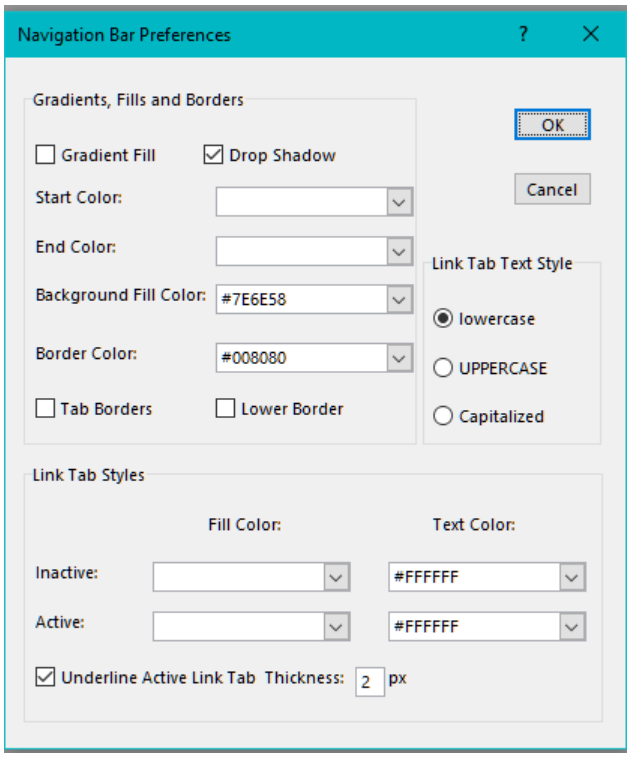


Figure 21-11 Web Page Composer Navigation Preferences Dialog

21.3.7.1 Navigation Bar Gradient

The ***SBC*** can produce a gradient-filled navigation bar (**Gradient Fill**) or a solid color. The **Start Color** and **End Color** values style the gradient to match the color scheme of the default masthead styles. The **Background Fill Color** determines a fallback color for the navigation bar if the gradient is disabled or not supported by a particular browser. A **Drop Shadow** effect on the bottom of the Navigation Bar can be applied as well as a **Lower Border**.

21.3.7.2 Navigation Bar Links Text Tab Styling

The style of the text in the navigation tabs can be specified by the **Link Tab Text Style** selection. The options are **UPPERCASE**, **lowercase**, or **Capitalized.**

21.3.7.3 Navigation Bar Borders Styling

A **Border Color** can be specified. **Tab Borders** can be applied between each of the navigation tabs. A **Lower Border** can be added under the navigation bar

21.3.7.4 Navigation Bar Link Tabs Styling

The navigation link tabs **Fill Color** and **Text Color** can be styled separately for the **Inactive** or **Active** page states. Leaving a **Fill Color** blank will result in no fill. Leaving a **Text Color** value blank will result in inheriting the default text color.

The **Underline Active Link** Tab can be enabled for the current active page tab. The **Thickness** can also be specified. This can be used separately or in conjunction with the **Active** page fill and text colors. Enter the value in pixels (e.g.: **2px)**

21.4 URL Specifications

URL's can be an absolute or relative path and is subject to the normal **File and Directory Processing**. The **Display / Computed URL Paths…** command can be useful in resolving issues regarding the use of these options. It should be noted that not all PHP processors will interpret full URL (**http://**) specifications.

21.4.1 Character Sets for URL Links

Unlike in a computer text processing app, not all characters can be used to specify a link or file. The W3C standard (RFC3986) defines a sub-set of valid characters that can be deployed in a URL specification. The unreserved set is as follows:

A-Z a-z 0-9 - . _ ~ : /

These can be used in any URL file or link specification. Note that spaces are not permitted. Best to use **-** or **_** instead between words.

The following additional reserved characters may be used in specific link specifications:

? # [ ] @ ! $ & ' ( ) * + , ; =

The ***SBC*** will validate each URL to insure conformity to the specification. For example, automatically generated navigation links employ the basic set only. Directory specifications (e.g.: **Prepend Base URL, Player Files Directory**, etc.) are also limited to the basic set. **User Defined Navigation Links** and **User Defined Hyperlinks** can employ the full set.

21.5 Include File Processing

When the Files and Directory Processing mode is enabled, the user has the ability to add additional content at pre-determined locations in the web pages by means of "include" files.

NOTE:
In order to use this option, the user's web server must support server-side PHP pre-processing.

The **Web Composer / Preferences / Include Files** command invokes the dialog box shown below. The current state of the **Files and Directory Processing** mode setting (**Include File Processing**) is shown for reference in the top line.

Activating one or more of the include file selections will automatically switch the web file types from **.html** to **.php** for the affected pages as follows:

Home Page Content Files - Home Page file type only
Head Area Files - All file types
Body Area Files - All file types

See **One Step Web Site Processing Options** for details.

The individual "include" files contents must be suitable for the specific area of the web page such as HTML, css, Javascript, etc.

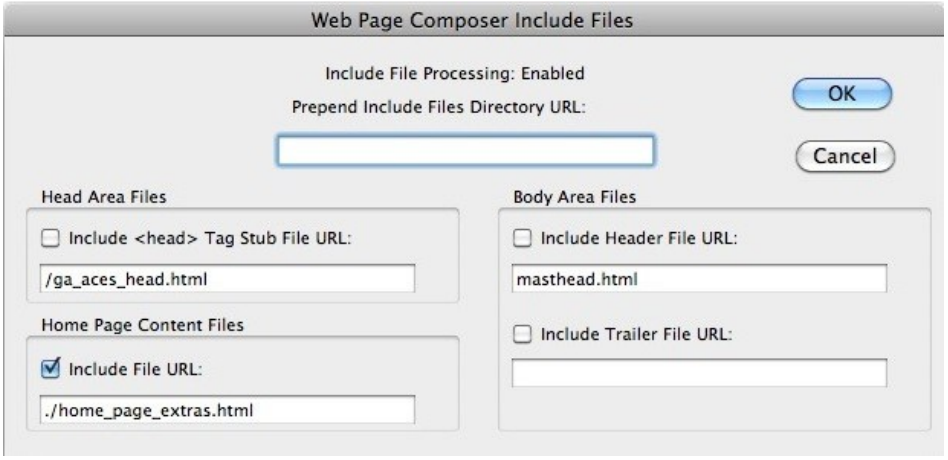


Figure 21-12 *SBC* Include Files Dialog

21.5.1 Include Files Directory URL

This option can be particularly useful to globally relocate the file link descriptions for all of the include files without the need to encode this for each file.

21.5.2 Include <head> Selector Stub File URL

This allows the inclusion of additional tags from an external file into the **<head>** area of the HTML. When active, the contents will be placed just prior to the closing **</head>** tag in each web file. Any valid **<head>** area HTML, CSS, Javascript tags or PHP code may be incorporated. Another possible use for this file would be to include the Javascript code stub for Google Analytics.

21.5.3 Body Area Files

21.5.3.1 Body Header File

This file can contain HTML, Javascript, PHP or other code. When specified, this file will be inserted at the top of the body area of the HTML just after the opening **<body>** element.

This include file must contain a ** ** entry in order to properly open this element for the remainder of the HTML code generated by the ***SBC***. The designer has the option of placing the code inside or outside the **body-container** element. If a **Body Header** file is not specified, the ***SBC*** will generate the opening **body-container** div.

21.5.3.2 Body Trailer File

When specified, this file will be inserted at the bottom of the body area of the HTML just prior to the closing **</body>** element. Typical usage might be for visitor counters. This file can contain HTML, JavaScript, PHP or other code.

The designer has the option of placing the code inside or outside the **body-container** div. This include file must contain a closing ** ** element in order to properly close this element for the remainder of the HTML code generated by the ***SBC***. If a **Body Trailer** file is not specified, the ***SBC*** will generate the ** ** to close the **body-container** element.

21.5.4 Home Page Content Include Files

The contents of this file are inserted after the last content block just prior to the footer line on the home page. This file can contain any valid HTML, Javascript, or other code that can be processed by the browser. Unlike the Body Trailer file, this file is inserted into the main **content-container** div and is only applicable for content unique to the home page.

The URL for this file can be either relative or absolute to the Home Page URL. The URL and content validation is left up to the user. This can be useful for content that does not change when the web site is being updated such as links to previous season stats, field dimensions, league information, etc.

21.6 Privacy and Security Policy

The ***SBC***-generated web pages do not deploy elements that would violate common standards such as the EU's GDPR or California's Consumer Data Privacy Act. However, the use of a webmaster email link in the footers and retention of user information from subsequent user email inquiries using this link could cause potential violations. The addition of cookies, advertising, web site tracking code (eg: Google Analytics), etc. can cause violations as well.

A full discussion of the impact of these attributes is beyond the scope of this document. Thus, conformance to the standards is your responsibility.

21.6.1 Privacy and Security Web Page

When the Privacy and Security Policy feature is activated, a hyperlink: **Site Privacy and Security** will appear in the footer area of each web page. A separate web page with the policy will appear.

21.6.2 Privacy Web Page Options

Options are incorporated in the **Web Composer / Preferences /** ***General Processing Options***.

21.6.2.1 Include Privacy Notice Page

Controls inclusion of a hyperlink page in the footer area of each web page. The link is labeled: **Privacy and Security** and will take the user to the **Privacy Notice** web Page.

21.6.2.2 Privacy Notice Page URL

Path to the file for the **Privacy Notice** web page. The ***SBC*** can generate this file if desired, or it can point to a user-defined privacy file.

The ***SBC***-generated method creates a file with styling based on the current Web Theme. For a default Privacy and Security Policy content (Figure 21-13), leave the **Privacy Notice Content File URL** parameter blank.

The option to have the ***SBC*** generate this file is shown at the start of the **One Step Web Site** process. The user will be prompted for the target directory for this file. The default is the home page directory.

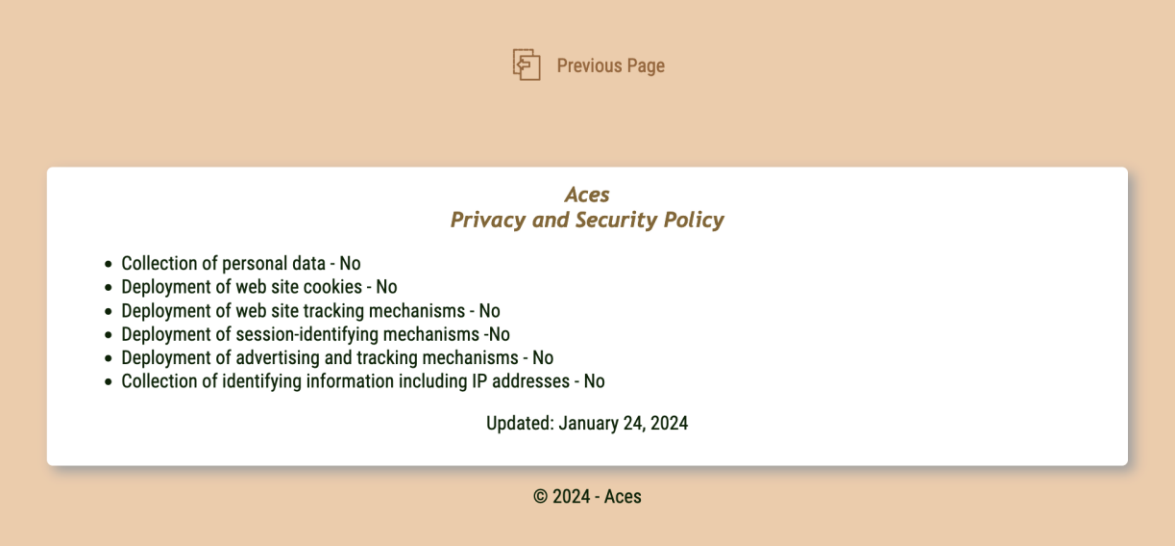


Figure 21-13 Sample Default SBC-Generated Privacy Page

21.6.3 Privacy Notice Files Location

Typically, the Privacy Notice files will reside in the web site home page directory. If your web site has multiple seasons or career stats, it may be desirable to share a common Privacy Notice web page for all seasons/career pages (Figure 21-14).

This will ease maintenance of the Privacy Notice files as the contents are dynamically loaded when a user clicks on the **Web Privacy and Security** link.

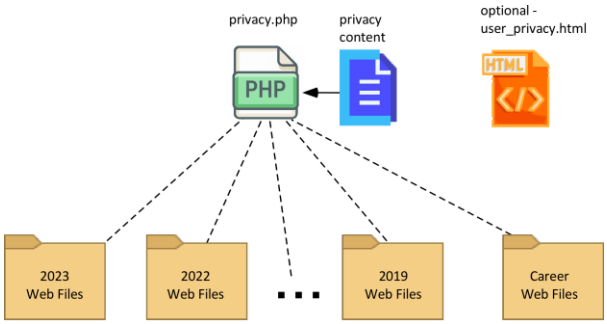


Figure 21-14 Shared Privacy Page Files Location Example

To ensure the Privacy Notice files are accessible from any web page, it is advised that the Privacy Page URL's result in absolute addresses. The URL's will be processed based on the **File and Directory Processing** settings.

21.6.4 Privacy and Security Notice File Development

The Privacy Notice web page can be created via one of two methods:

21.6.4.1 SBC Generated Framework File

The ***SBC*** can generate a framework web page file (**privacy.php**). The page will be formatted with the attributes of the current web theme. The location is specified by the **Privacy Notice Page URL** parameter. The user has the option to generate this file when a **One Step Web Site** command is executed. This only needs to be done once to create the file, or when the web theme or URL's have been modified.

The framework file will generate a styled content area with a banner (Team Name plus **Privacy and Security Policy**). If active, the defined footer and/or webmaster link will be included.

Option 1: Default Privacy Policy

If the **Privacy Notice Content File URL** parameter is blank, the default privacy notice (Figure 21-13) will be shown along with the web site processing date.

Option 2: Framework File With Custom Privacy Policy

If the default notice is not applicable for your site, then a user-defined policy file with your specific policies may be specified via the **Privacy Notice Content File URL** parameter. The date will not be coded into the framework file. This allows modifications to the Content File without the need to regenerate the framework file.

When the user clicks on a **Web Privacy and Security** link, the resulting web page will be composed using the template web page coupled with your user-specific policy content. The filenames can be modified a desired, but the **Privacy Notice Page URL** parameter must have a file suffix of **.php**. This method allows the policy to be updated as necessary by simply modifying the **Privacy Notice Content File**. The Content file entries will be formatted as paragraph-aligned.

The **Privacy Notice Content File** can be simple text. As desired, use the HTML tag: `<br>` to insert a paragraph break.

```
Collection of personal data - No<br>
Deployment of web site cookies - No<br>
Deployment of web site tracking mechanisms - No<br>
Deployment of session-identifying mechanisms -No<br>
Deployment of advertising and tracking mechanisms -No<br>
Collection of identifying information including IP addresses - No<br><br>
Updated: Jan 14, 2024
```

Figure 21-15 Privacy Notice Content File Example (Simple Text)

Alternatively, HTML/CSS coding can be used for more complex formatting as desired. Figure 21-16 shows an example of the use of an un-ordered, bulleted list for the policy statements.

```
<ul>
      <li>Collection of personal data - No</li>
      <li>Deployment of web site cookies - No</li>
      <li>Deployment of web site tracking mechanisms - No</li>
      <li>Deployment of session-identifying mechanisms -No</li>
      <li>Deployment of advertising and tracking mechanisms -No</li>
      <li>Collection of identifying information including IP addresses - No</li>
</ul>
 <p style="text-align:center;">Updated: Jan 14, 2024</p>
```

Figure 21-16 Privacy Notice Content File Example (HTML)

21.6.4.2 User Generated Policy File

Alternatively, a link to a user-defined Privacy and Security web page file can be specified via the **Privacy Notice Page URL** parameter. This might be the case if your organization or league already has a web page for this purpose.

The coding, formatting and content is up to the user. In this situation, leave the **Privacy Notice Content File URL** parameter blank to avoid false error messages.

21.7 HTML Color Management

Web Themes will configure the Team Worksheet with specific color schemes and styling for each theme. Each theme has been crafted to conform with the Web Content Accessibility Guidelines (WCAG) at a minimum level AA compliance. Most of the colors and styles from the themes will be reflected on the Team Worksheet as well. Some parameters (eg: gradients, drop shadows, table zebra striping) are only visible on web pages.

The user may choose to customize these settings as desired, but should do so with caution. Contrast analysis validation (eg: text color vs. background color) is beyond the scope of the ***SBC***. Thus, some color parameter combinations might render the Team Worksheet or web pages difficult to read or unreadable.

If you choose to make changes, a tool such as the WebAIM Contrast Checker can be useful.

21.7.1 Color Selection and Specification

A dropdown list of predefined HTML colors exists for color specifications in the **General Preferences** and various **Web Composer / Preferences** commands. Appendix B lists the available color names and corresponding decimal and hex values. Although most browsers support the use of the color name as a color parameter, the ***SBC*** will convert the color name to its' hex value for compliance to W3C Standards and better browser compatibility.

21.7.1.1 Hexadecimal Color Format

The user may enter color values in a 24-Bit hexadecimal format. The format is as follows:

`#RRGGBB`

where the **`RR`**,**`GG`** `and` **`BB`** values are in the range: **00-FF** hex

21.7.1.2 Decimal rgb Color Format

The user may enter color values in the rbg formats. The formats are as follows:

`rgb(RR,GG,BB)`
`rgba(RR,GG,BB,AA)`

where the **`RR`**,**`GG`** `and` **`BB`** values are decimal values in the range: **0-255**
or percentage values in the range**: 0-100%**

The **`rgba`** format allows an alpha channel (transparency) parameter **`AA`** in the range: **0-1.0**

NOTE:
Embedded or extraneous spaces will be flagged as an invalid color specification.

21.8 Creating a Web Site With Multiple Seasons and Career Stats

21.8.1 Multi-Season Mode Web Site

As in Single-Season Mode, the user may create a web site for composite Career (Multi-Season) stats using the **Web Composer / One Step Web Site** command. The web site is a standalone set of files with its' own home page.

The structure of a Multi-Season Mode web site is essentially the same as Single-Season Mode with the exception that the **Box Score** and **Schedule** pages are not included. The **User Notes** can be deployed to contain additional information regarding the Multi-Season stats.

21.8.2 Web Site Structure

A unified web site structure can be created with multiple Single Season sites plus a composite career set of stats for all seasons in Multi-Season format as shown in 21-17. The files for masthead icons are kept in a separate folder for access by all seasons and the Career files. This structure allows the end users to easily navigate the site using the top-level URL (**https://www.myteamsite.com** in the example) to enter the site and be automatically redirected to the home page of a specific season, the career site, or a user-designed web page.

The structure allows for simple management as the site evolves by keeping each season and career stats areas separate.

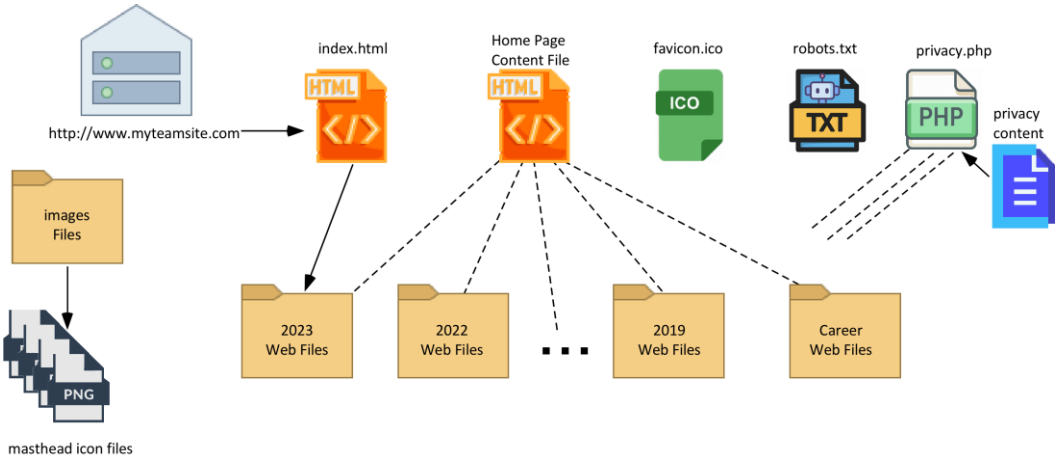


Figure 21-17 - Multiple Seasons and Career Web Site Structure

21.8.3 Structural Details

The navigation is enabled by deploying two unique **.html** files. Sample files (**sample-index.html, sample-home_page_include.html**) are included in the ***SBC*** distribution in the **Web Site Files / Extras** folder.

21.8.3.1 Top Level Index File

As a user enters the top-level URL in their browser, the web server will invoke the **index.html** file. This file provides automatic redirection to a specific home page. This allows users to bookmark the base URL of the site. In addition, it includes a fallback link should the users' browser fail to perform the redirection.

You can deploy the **index.html** redirection even if you have only a single season web site and no career stats or a custom home page. Modify the highlighted entries for your web site to point to the desired Home Page.

NOTE:
The file must be named **index.html** and placed at the top (root) level of the web site.

```html
<!DOCTYPE html>
<!-- sample index.html redirection file -->
<html lang="en">
<head>
  <!-- edit the title to match your web site -->
  <title>Redirect to My Team 2023 Home</title>

    <!-- cache control directives. Not supported by all browsers or all versions -->
  <meta http-equiv="Cache-Control" content="no-cache, no-store, must-revalidate"> <!-- HTTP 1.1-->
  <meta http-equiv="Pragma" content="no-cache"> <!-- HTTP 1.0 -->
  <meta http-equiv="Expires" content="0"> <!-- for proxies -->
  <meta name="Generator" content="SBC">
  <meta http-equiv="Content-type" content="text/html; charset=UTF-8">
  <meta http-equiv="Content-Style-Type" CONTENT="text/css">
  <meta name="viewport" content="width=device-width,  initial-scale=1.0">

  <!-- edit the URL to match your web site -->
  <meta HTTP-EQUIV="REFRESH" content="0; url=https://www.myteamsite.com/2023/myteam_home_page.html">

  <style type="text/css">
   body{
     font-family:sans-serif;
     font-size:16px;
     text-align:center ;
     background:#f4f3e1  ;
     color:#484848 ;
     margin:0;
     width:100%;
     -webkit-text-size-adjust:none;
   }
  </style>
</head>
<body>
   <!-- edit the URL and message to match your web site -->
   <p>If My Team Home Page does not appear, click to
       <a href="https://www.myteamsite.com/2023/myteam_home_page.html"> redirect to My Team 2023 Home Page</a></p>
</body>
</html>
```

Figure 21-18 Sample index.html Format

21.8.3.2 Home Page Content File

This file contains the code that allows the user to navigate to the multiple seasons and the career stats. It will show on each seasons' home page and the career home page following the primary content blocks before the footer area. It will be styled based on the current **Web Theme** plus any user customizations, if any. Edit the file to meet your specific site configuration.

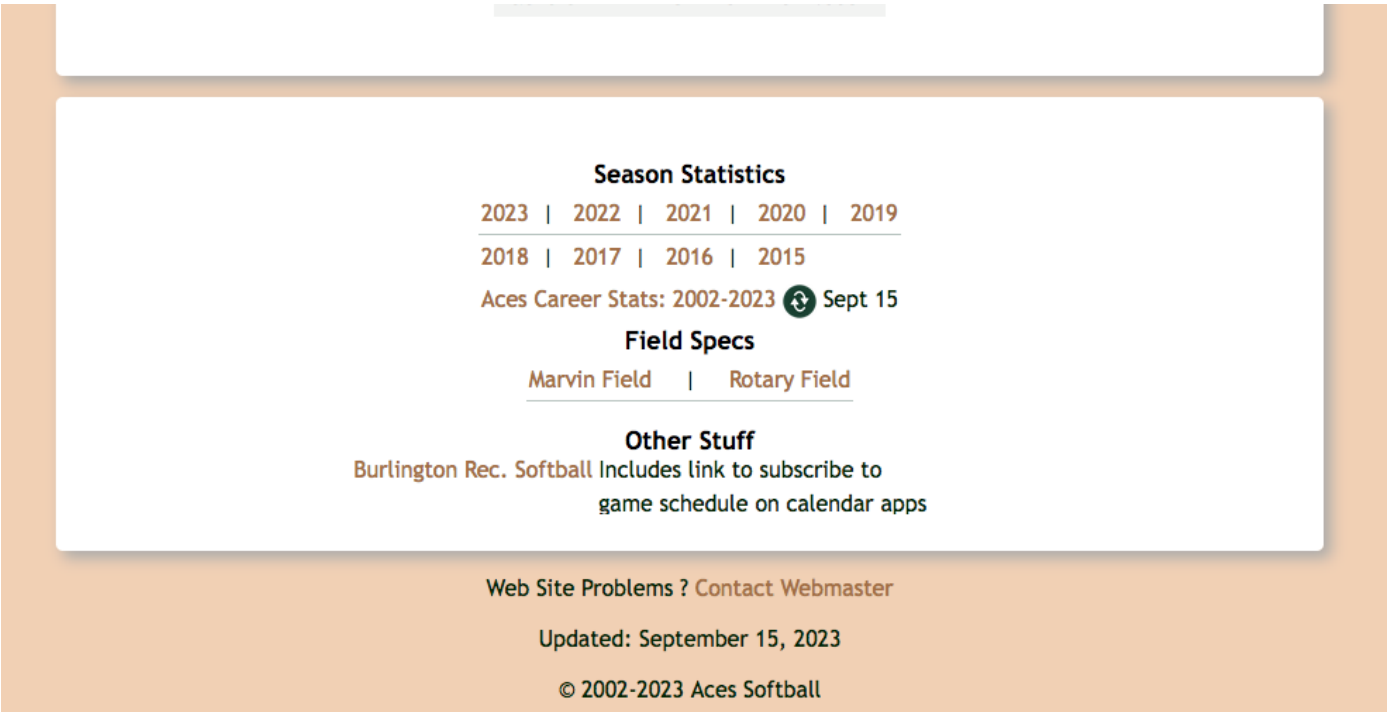


Figure 21-19 - Sample Content Block

```
<!-- begin: my_team extra home page content -->
<!-- Sample responsive table with zebra striped table and hyperlinks. Mutilple rd-blocks can be specified. -->

<div class="styled-container-2 styled-container-2-override"> <!--- begin: styled content container 2 -->

    <div class="rd-block">
        <!-- navigation links to season stats -->
        <p class="content-banner">Season Statistics</p>
        <table>
            <tr class="opaque-border">
                <td><a href="/2023/myteam_home_page.html" title="my team 2023 Stats">2023</a>  |  </td>
                <td><a href="/2022/myteam_home_page.html" title="my team 2022 Stats">2022</a>  |  </td>
                <td><a href="/2021/myteam_home_page.html" title="my team 2021 Stats">2021</a>  |  </td>
                <td><a href="/2020/myteam_home_page.html" title="my team 2020 Stats">2020</a>  |  </td>
                <td><a href="/2019/myteam_home_page.html" title="my team 2019 Stats">2019</a></td>
            </tr>
            <tr>
                <!-- navigation links to career stats -->
                <td colspan="5" class="TextCenter"><a href="/career/myteam_career_stats.html" title="my_team career stats">
                 My Team Career Stats: 2019-2023</td>
            </tr>
        </table>
        <!-- optional links -->
        <p class="content-banner">Field Specs</p>
        <table>
            <tr class="opaque-border">
                <td class="TextCenter"><a href="/field1.html">Field 1</a></td>
                <td>    |    </td>
                <td class="TextCenter"><a href="/field2.html">Field 2</a></td>
            </tr>
        </table>
    </div> <!-- end rd-block 1   -->

    <!-- optional links -->
    <div class="rd-block">
        <p class="content-banner">Other Stuff</p>
        <table>
            <tr class="opaque-border">
                <td><a href="https://www.ourleague.com" onclick="this.target='blank'">Our League Web Site</a></td>
            </tr>
            <tr>
                <td><a href="https://www.mlb.com/glossary/rules" onclick="this.target='blank'">Official MLB Rules</a></td>
            </tr>
        </table>
    </div> <!-- end rd-block 2 -->
</div> <!--- end: styled content container 2 -->
<!-- end: my_team extra home page content -->
```

Figure 21-20 - Sample Home Page Content File

The first table block contains the navigation links to each season and the career stats. The remaining areas in **green** are optional. The name of the file is not critical.

Each season and career site needs to be configured and regenerated to include the **Home Page Content** file. See **One Step Web Site Configuration** for details.

21.8.3.3 Graphics Files

Place the **favicon.ico** and the **webclip** icons at root directory level. Place the masthead icons in an image file directory. Each season and career site needs to be configured and regenerated to reference the image file directory. See **One Step Web Site Configuration** for details.

21.8.4 Career Stats Navigation Tab

If desired, a navigation tab to the **career** stats can be added to each season's navigation tab by using one of the **User Defined Navigation Links**. This needs to be done for each seasons' web site block. See **One Step Web Site Configuration** for details.

21.8.5 One Step Web Site Configuration

After customizing the files for your site, configure the Team Worksheet for each season and the career site using the **Web Composer / One Step Web Site, General** and **Include Files Preferences** commands. All paths should be result in absolute URL's. The **Web Composer / Links / Navigation Links** command can be useful to verify the correct settings. Use the **One Step Web Site** command to generate the web site for each.

21.8.6 Web Site Maintenance

From then on, navigation changes can be made to the **Top-Level Index File**, and **Home Page Content files** without recomposing the individual season or career web files. For example, adding a new season would simply require

modification to the **Top-Level Index File** and **Home Page Content** files. Deleting previous seasons or modifying additional links of interest would require modification to the **Home Page Content** file only.

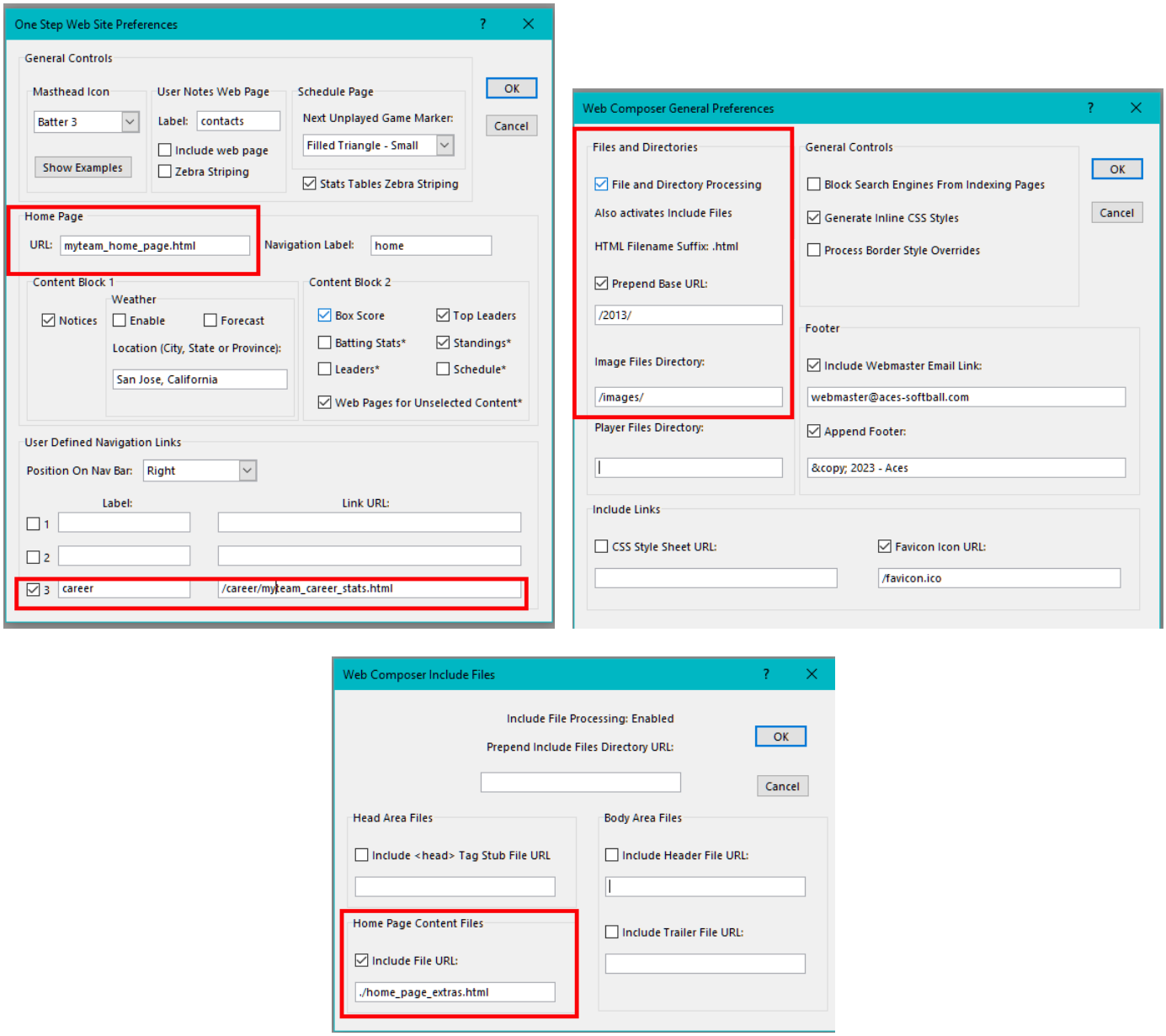


Figure 21-21 - Web Preferences Configuration

21.9 Cascading Style Sheets

The ***SBC*** encodes the current css styles into each web page. A separate .**css** file is not required.

For users that wish to utilize the current css style framework in custom web pages, a separate. **css** formatted file can be saved via the **Web Composer / Selections / Save CSS Styles** command. The styles will be based on the current web processing parameter settings.

A user-defined cascading stylesheet file may be specified via the **Web Page Composer / Preferences / General** command. This facilitates a unified appearance of web pages generated by the ***SBC*** and other web pages that may be part of the team web site. It also facilitates overriding/experimenting with style changes without regenerating the web pages via the ***SBC***.

The ***SBC*** follows the rules of CSS cascading order as defined by the W3C standards. A user-defined CSS file can override specific style settings such as background fill color, background image file description, etc.

The ***SBC*** creates compact HTML code and encodes style information based on the ***SBC*** parameter settings plus individual cell attributes in the worksheet as required. It will make a determination of the default style values based on the most frequently used styles in the selected area of the worksheet. These values will be overridden as required with **style=** elements on a cell-by-cell basis as each cell is processed.

Thus, there may be instances where entries in a user-defined CSS stylesheet may not be able to override the worksheet values. The use of the CSS **!important** modifier may be useful to assist in the override. In other cases, it may be necessary to modify the cell style attributes directly in the HTML or on the worksheet via the **Format** command options to achieve the desired results.

A full tutorial on the implementation of CSS is beyond the scope of this document. Tutorials on CSS can be found at: https://www.w3schools.com/. There are a number of other references available on the web or in book form as well.

21.10 Commands for Advanced Web Sites

Although the **One Step Web Site** command and structures should satisfy the majority of user requirements, the ***SBC*** provides a series of commands for users that wish to develop a highly customized web page or site.

21.10.1 Generate HTML Table From Area

The user can generate an HTML table stub from a selected range of the Team Worksheet via the **Web Composer/ Selections / Save Selection as HTML Table** menu command. This command is useful to extract areas of the Team Worksheet for incorporation into other web pages. The range of cells selected must be contiguous. This command cannot be used on an area of a non-***SBC*** Excel worksheet that may be currently open.

Style overrides are applied to cells in the selected area based on differences from the defined reference format settings.

If this mode is used, first disable the **Web Composer / Selections / Save As Web Page After Select** option first to prevent a full web page generation sequence. Alternatively, use the mouse to select a range of cells.

This command will invoke a file save dialog with a default file name of: **table.html**. The user may modify the filename and directory as desired. A prompt for HTML table composer preferences will occur next.

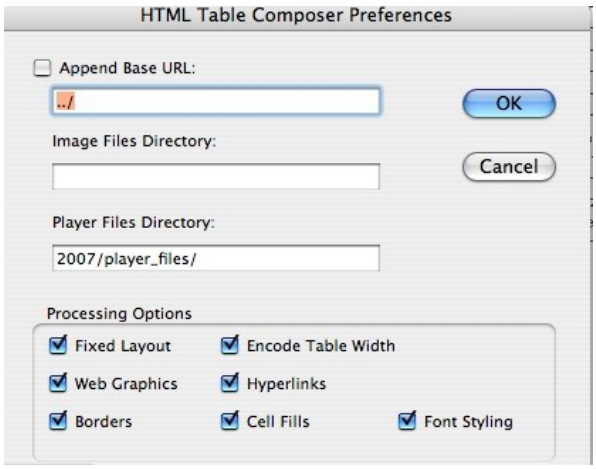


Figure 21-22 - HTML Table Composer Preferences

As this command only generates the code for an HTML table stub rather than an entire web page, only a minimal set of options is applicable. The initial values for these options are the current Web Composer preferences settings. Any changes made to these settings are temporary for the composing of the HTML table.

The processing options allow the user to trim the HTML down to the specific content and attributes that is desired. Column width information (**<col>** tags) will be generated if the **Fixed Layout** option is checked. When active, a table width parameter can be encoded if the **Encode Table Width** option is checked.

21.10.2 Save All Player Stats as Web Pages

This command will save the detailed game-by-game statistics of the Active roster players as separate web page files for each player. A composite web page for players in the Expansion roster category will also be generated. The user will be prompted for the target directory for the files.

21.10.3 Web Page From Predefined Area

Any pre-defined area of the Team Worksheet can be generated as a web page. Ensure the **Save As Web Page After Select** option is active. Select the desired area via the applicable **Copy to Clipboard** command for the area of interest (e.g.: **Summary, Batting Leaders**, etc.). A web page will be generated instead of the copy function.

21.10.4 Web Page From Selected Player Area

The **Stats / Select Player. Select Next | Previous Player** commands perform a marquee selection of an individual player stats area and copy the area to the system clipboard. Alternatively, a web page can be generated if the **Save As Web Save After Select** option is enabled.

21.10.4.1 Options

The following **Web Composer / Selections** menu command options are used:

Save As Web Save After Select
This option determines if a web page will be created after the desired area has been selected via the **Copy to Clipboard** or a **Stats / Select Player. Select Next | Previous Player** command. When this option is active, a **Save As Web Page** dialog will appear.

IMPORTANT:
Ensure that the check box for **Use File Extensions** is un-checked in the File Save dialogs.
Otherwise, Excel will override the default file suffix with **.xls** or **.xlsx**.

Prompt for Options on Web Save
This option controls whether the user will be prompted for the **Web Composer / Preferences / General** dialog before the web page is actually composed. This allows the user the make last minute modifications to web page parameters without the extra steps of going to the **Web Composer / Preferences / General** command.

21.10.5 Web Page From Custom Area

The user may also use the mouse to select custom areas of the Team Worksheet, followed by a **Web Composer / Select / Save Selection As Web Page** menu command. The range of cells selected must be contiguous.

21.11 Template Files

In Expanded Commands Mode, the **One Step Web Site** command can generate template framework files for customized web pages. These files can be used to incorporate custom content for your web site that is not produced by the ***SBC*** .

A template file contains a basic framework of HTML and CSS code so that the pages will have the same masthead and navigation capabilities plus content styling as those pages that are generated by the ***SBC*** . Two additional files are generated that contain the HTML and CSS code for the styling and navigation. Table 21-3 shows a summary of these files.
A template file makes use of PHP processing on web servers to incorporate the stub files dynamically when the template file is invoked by the browser for display.

A user must have a working knowledge of HTML and CSS3 structures plus a familiarity with web page editing and validation tools. If you need assistance, contact ***SBC*** support at support@sbc.aces-softball.com.

21.11.1 Template File Structure

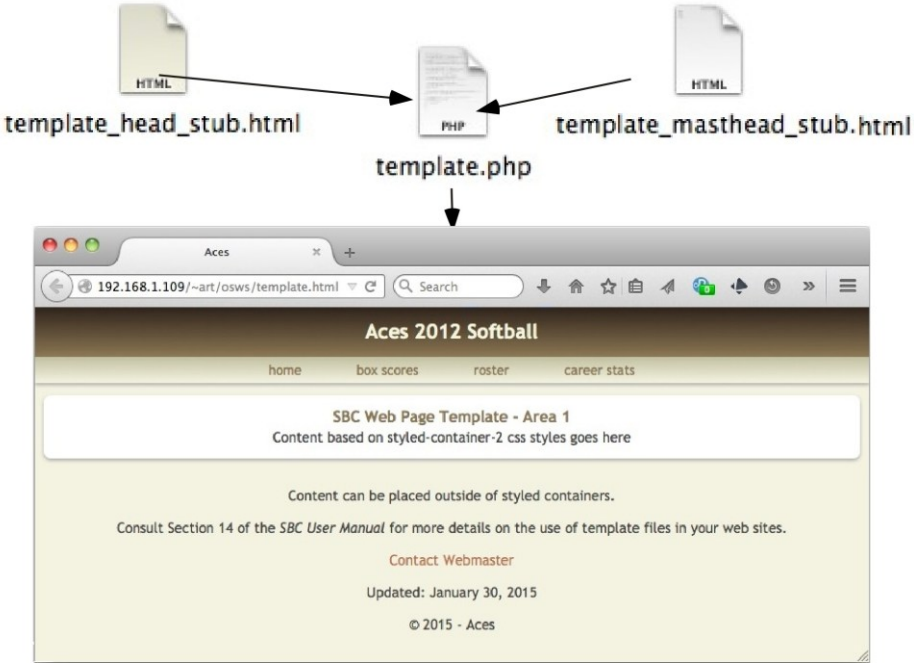


Figure 21-23 - Template Files Structure

A template file needs to be generated only once by the **One Step Web Site** command. To keep the styling and navigation consistent with any subsequent changes to the main web site, the stub files are regenerated each time a new **One Step Web Site** command is executed. This eases web page maintenance as any changes in the stub files are automatically integrated into the template files.

Web Page/Directory	Description
template.php	Template file
template_head_stub.html	<head> area HTML and css for ***template.php***
template_masthead_stub.html	Masthead and navigation HTML and css for ***template.php***
Development File	
template.html	Template file with head and masthead code inline for development

Table 21-3 Template Files

21.11.2 Template File Generation

A template file is generated by checking the **Generate Template File** option when the **One Step Web Site** command is invoked:

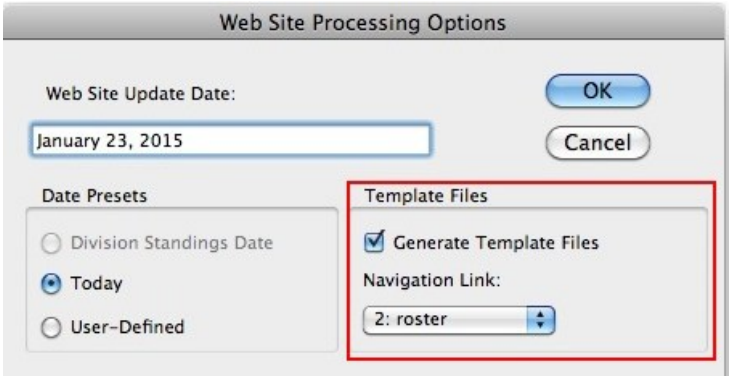


Figure 21-24 One Step Web Site Runtime Options

21.11.3 Customization of Template Files

Each template file has an area for user content customization. It is bounded by the HTML comment lines:

<!-- ..... user defined content starts here ..... -->

<!-- ..... user defined content ends here ..... -->

The template file has several comments and examples of content that can be used as reference. The user replaces this content with customized content using any valid HTML structures such as paragraphs, headers, lists, tables, etc.

As the template files employ PHP processing, the user may also incorporate additional external content via PHP include file processing.

21.11.3.1 Predefined CSS Styles

The ***SBC*** has a number of additional predefined styles that may be utilized so that the custom content can maintain the same look as ***SBC*** -generated pages. They are contained in the **template_head_stub.html** file.

21.11.3.2 Linking Template Files to Navigation Links

A template file can be integrated into the web site navigation link structure via a **User Defined Navigation Link**. The link is associated with a template file at **One Step Web Site** command runtime by selecting one of the active **User Defined Navigation Link** labels via the dropdown list. If the template file does not have a direct navigation link via the navigation bar, then select ***none***.

User Defined Navigation Link	Body id Value
1	optional1
2	optional2
3	optional3
unassigned	none

Table 21-4 Template File Navigation Links

The link selection will place the appropriate **<body id=xxxx>** value into the template file for highlighting in the navigation bar. Possible values for **xxxx** are shown in Table 21-4.

An example of linking a navigation link for a roster page to a custom template file is shown below.

21.11.3.3 Processing Date

The template file generates a processing date plus optional webmaster link and footer text in the area bounded by:

<!-- begin: footer area -->

<!-- end: footer area -->

These entries may be altered as desired. They are not updated by re-generation of the stub files.

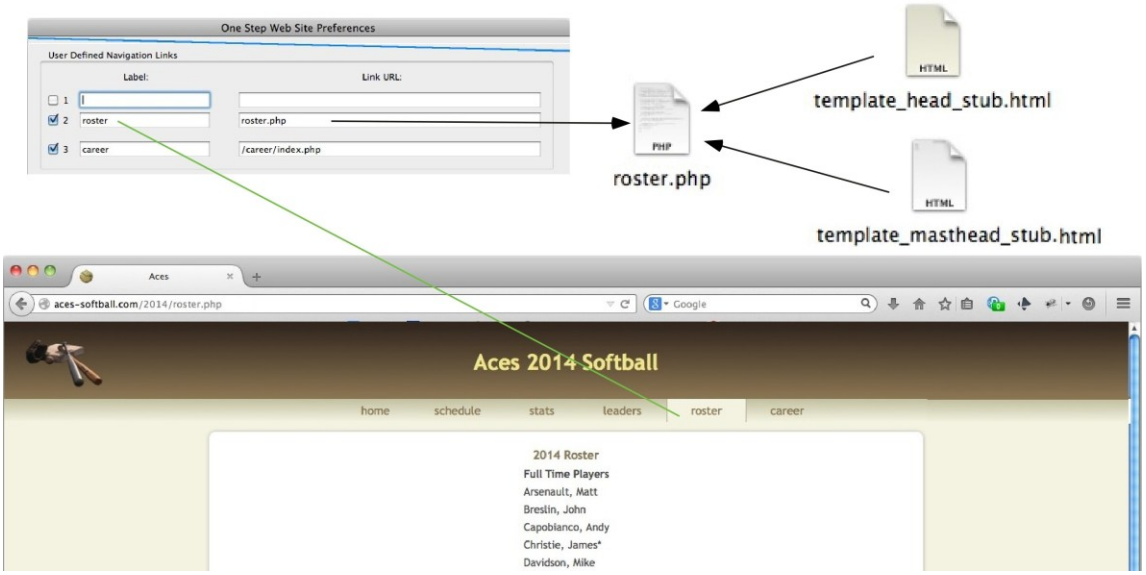


Figure 21-25 Template Files Linkage Example

21.11.4 Integrating Template Files Into the Website

Once the template file(s) is customized, rename it to match the link value filename as defined by the desired **User Defined Navigation Link** in the One Step Web Site Preferences command.

WARNING:
The filename must have the **.php** suffix.

The stub files must reside in the same directory as the template file.

WARNING:
The two stub files associated with the template file must not be renamed.

21.11.5 Template File Development

21.11.5.1 Mobile vs. Desktop Browser Display

As mobile devices are normally viewed in portrait mode and have a smaller viewing area, the content should be structured in a more columnar fashion and scrolled vertically. The opposite is true for desktop browsers (landscape mode and larger viewing area).

A full discourse on mobile content optimization is beyond the scope of this document. However, it is good practice to reduce the amount of content so that it can be viewed without horizontal scrolling. Alternatively, the user can rotate the mobile device to landscape mode to increase the horizontal viewing area. Keep in mind that not all mobile devices support this capability.

Two solutions are available to assist:

Responsive Design

Techniques which dynamically adjust the amount of content that is displayed similar to how the ***SBC*** controls content.

If your content is in the form of HTML tables, there are css styles in the **template_head_stub.html** file that can be deployed. For example, for small mobile screens in portrait mode (<480px wide), approximately 10 columns of content can be viewed. For medium width screens (480px > 768px wide), approximately 15 columns can be viewed. Beyond 768px is compatible with desktop browsers so all columns can be viewed.
To accomplish this, your tables can be encapsulated in a `div` as follows:

```
<div class="responsive-style-1 responsive-style-2 ... ">
your table goes here
</div>
```

Where ***responsive-style-n*** is a space-separated list of css styles defined by the ***SBC***. Each of these styles controls the blocking of a group of columns based on the active viewport size.

The predefined styles of interest are shown in Table 21-5.

css Style	Screen Viewport Size	Columns Blocked
rd-table-low-res	<480px	11-15
rd-table-low-med-res	<768px	16-25

Table 21-5 Responsive Design Styles

Thus, to allow columns 1-10 on small screens, 1-15 on medium width screens, and all columns on large screens, the `<div>` would be coded as:

```
<div class="rd-table-low-res rd-table-low-med-res">
```

When the viewport exceeds 480px, then the content in columns 11-15 becomes visible. When the viewport exceeds 768px, then the content in columns 16-25 becomes visible. Any content in columns 26 and beyond is always visible.

These styles operate on **<td>** tags only. Thus, your tables should not have **<thead>** or **<tfoot>** regions.

If you wish to have Zebra striping on your table as well, add the **zebra** class to the ** ** or in the **<table>** tag.

If you have structures that do not match these characteristics, contact ***SBC*** support at support@sbc.aces-softball.com.

2) Forced Horizontal Scrolling
This approach can be used when it is desirable to have all of the content viewable on all possible devices. The masthead and navigation bar will remain fixed at the top of the mobile browser, but the content can now be scrolled both horizontally and vertically.

To implement this, in the template file, look for the line:

** <!--- begin: content-container -->**

Modify the **div** to:

** **

Where **xx** is the estimated width of the content area in pixels. Calculation of this value is an inexact science. However, typical mobile browsers have a horizontal viewport width of around 320px in portrait mode and maxing out at 800-1000px. So, use these as a guide.

21.11.5.2 Local Development of PHP Web Pages

This poses some challenges as PHP-encoded pages depend on a web server to process the PHP requests to incorporate the stub files for proper display by the browser. Unless there is a web server configured with PHP processing on the developer's computer or network, the browsers will not have the content to display the entire page. In addition, any HTML or CSS code validators will have the same issue.

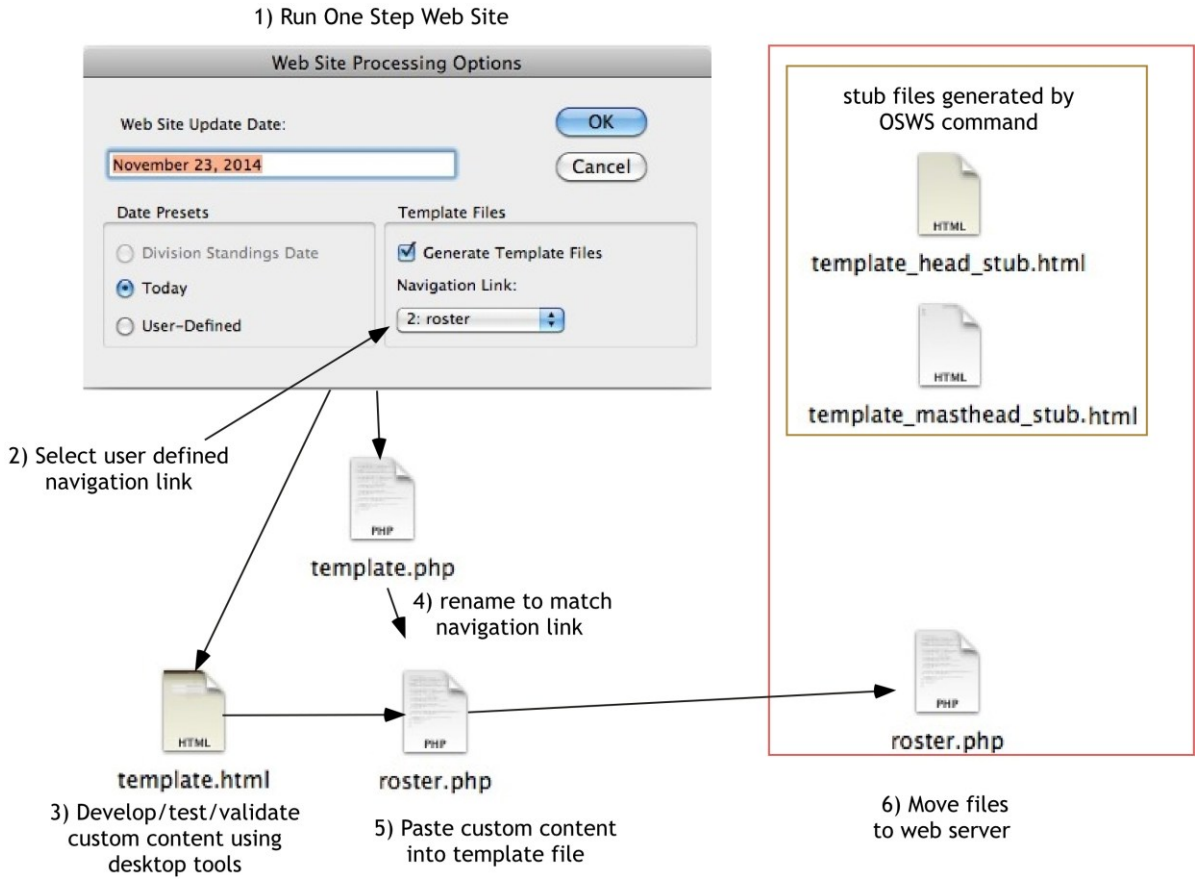


Figure 21-26 Custom Content Web Page Development Flow

The process of editing a template file and then uploading it to a server to view/validate the results is an alternative. However, this adds steps and time to the development. To aid in this process, the ***SBC*** generates a **template.html** file. This file is produced with the stub files contents in-line so that they can be validated/viewed by a browser locally. When the desired result is achieved, copy the content area into the **template.php** file before uploading to the live web site. The figure below shows a typical development flow.

It is suggested that the developer use these files initially for development. Although they can be used for the actual pages, their limitation is that they do not load the stub files dynamically when the page is displayed by the browser. Thus, any subsequent style or navigation link changes to the main web site will not be reflected the next time the site is regenerated.

21.11.6 Additional Tools For Development

Most current browsers incorporate built-in developer tools for examining and modifying both the HTML and CSS elements and properties. Responsive Design mode viewers are also common for examining a page as it would be viewed on mobile browsers. The advantage of these tools is that the web pages can be resident on your computer or on a server.

CSV-to HTML Table Converter (https://www.convertcsv.com/csv-to-html.htm)
Web-based tool. Highly configurable. If you use this tool with Responsive Design styles, it is suggested that you uncheck the option for **First row is column names**.

SBC Table Generator Command
Generates an HTML table to a file from a selected set of cells. Highly configurable.

21.12 Issues Resulting From URL Processing

Due to the wide range of possible file and directory adder descriptions, the resulting web pages may not produce the expected results (e.g.: broken links, missing files, etc.).

When creating a composite URL (file name plus any Base URL and/or directory adders), the ***SBC*** will make an attempt to correct some basic entry errors such as missing or duplicate backslash (**/**) delimiters in the parameters. For example, if the Base URL had a value of:

http://mywebsite.com

and the Player Files Directory had a value of:

PlayerFiles/

the ***SBC*** would correct the computed URL to:

http://mywebsite.com/PlayerFiles/

The ***SBC*** will perform some basic URL validation prior to executing the **One Step Web Site** command and alert the user for corrective action. Validation of links that point outside of the basic web site structure (e.g.: **www.mass-asasoftball.com/)** is beyond the scope of the validator. Correction of all possible URL errors is beyond the scope of the ***SBC***. However, there are a number of web development tools available that will detect broken and/or malformed link specifications.

21.12.1 Display Computed URL Paths

The **Web Composer / Links / Navigation Links** command may be useful to diagnose issues when the resulting web pages do not display as desired or if a navigation link does not activate the expected web page. Two dialogs are displayed in sequence as shown below. The values are based on the current Command Set mode.

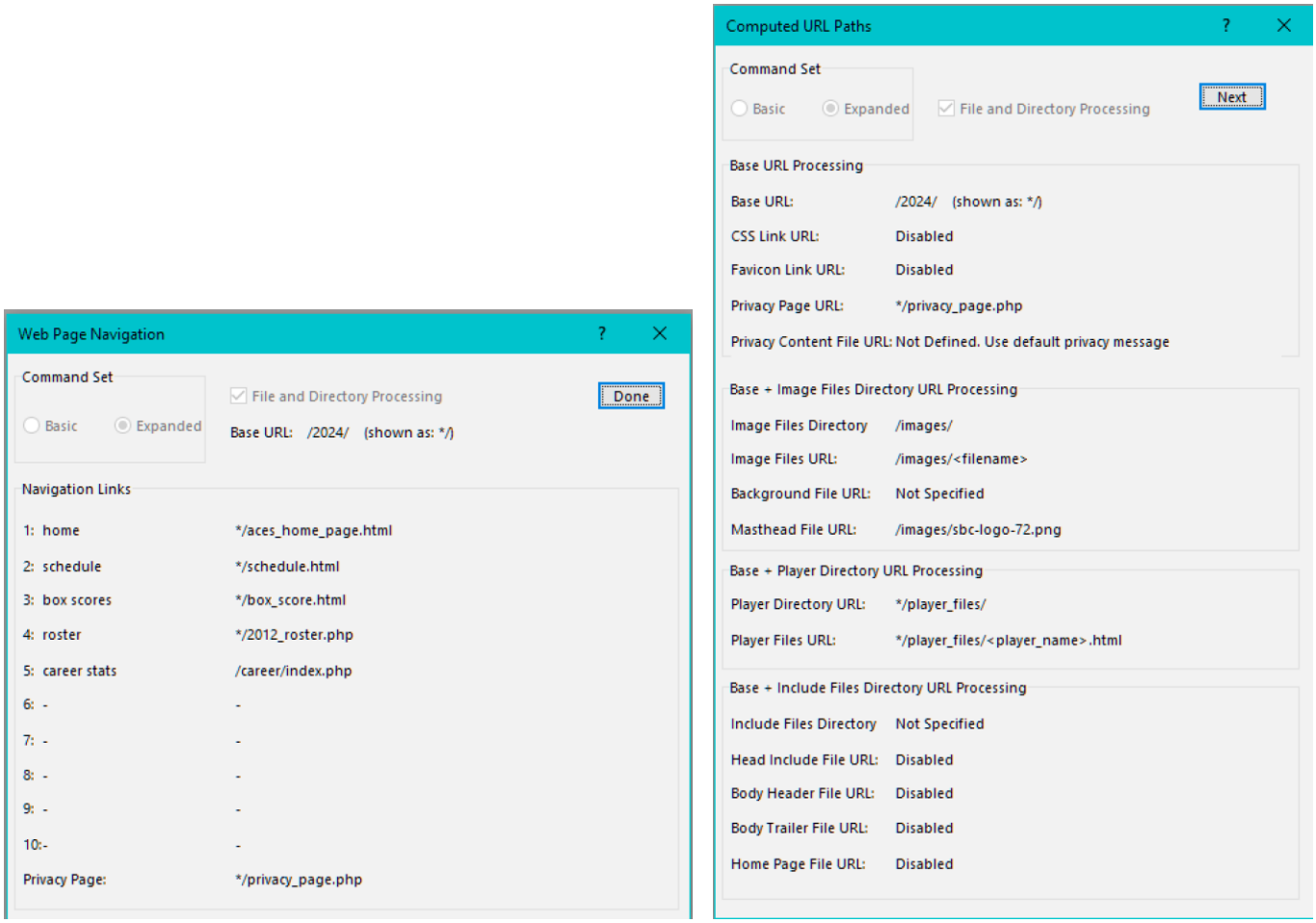


Figure 21-27 Navigation Links Command

The **Web Page Navigation** shows the computed URL's for each active navigation link tab.

In Expanded Commands Mode, the **Computed URL Paths** displays the computed URL's for each possible URL processing option. Due to an Excel dialog box limit, a shorthand description (*/) may appear in the URL display for the **Base URL**. The built-in URL validator will assess the links after each dialog box display.

21.12.2 Absolute vs. Relative Include File Processing

Although relative file processing can be specified, some precautions should be noted as each path specification to the target file will be evaluated relative to the location of each web page. This can cause some issues if the **Player Files Directory** is specified as these pages will be at a different directory location than the main web pages. Therefore, it is imperative to employ absolute addressing specifications for all URL's if a **Player Files Directory** is employed. This includes all Include Files, Base URL, background and icon files, etc., if specified. The built-in URL validator will assess the link integrity for possible broken links prior to web page processing.

21.13 Web Browser Compatibility Issues

Creating web pages that render identically on every browser on every available desktop and mobile device platform is a non-trivial task and is beyond the scope of this document (or the author's ☺). The ***SBC*** makes every attempt to generate W3C compliant HTML5 and CSS code that should produce acceptable results on most current browsers. However, stripped-down or older versions may produce degraded or unacceptable results. It is beyond the scope of this document or the ***SBC*** to address all of these issues.

The following sections address some specific issues and suggestions to try if the desired results are not achieved.

21.13.1 Fonts

21.13.1.1 Font Family Selection

The choice of font family affects the look and size of the text on the generated web pages on different browsers and different operating systems. In addition, font family libraries can differ among various browsers.

The **Web Themes** define specific font family and characteristics. The current settings for text processing are shown as well as the Team Worksheet font family and size in the **Web Composer / Preferences / Content** dialog. Individual cells can override these settings.

The **Font Family Override** and **Text Color Override** can be modified as desired. A blank value will default to the current Team Worksheet value.

21.13.2 Advanced Styling

Some ***SBC*** **Web Themes** employ CSS3 properties such as gradients in the masthead and navigation bar, and drop shadows in the content blocks. Most current browsers such as Firefox, Opera, Safari, Google Chrome, Edge, and later versions of Internet Explorer support these. However, the support varies by browser, version and operating system. In the absence of gradient property support, the result will be solid fill colors. In the absence of drop shadow support, a simple border will appear.

21.13.3 Mobile and Tablet Web Browsers

There exists a wide variety of web browsers that are deployed on mobile and tablet devices with varying screen sizes and resolutions. Thus, designing and testing web pages for the many variations is a non-trivial task as well. The ***SBC*** produces web pages that render properly on the most popular mobile devices such as the iPhone, iPad, and Android.

Mobile browsers have a reduced viewing area and are more columnar in nature so the viewing area tends to be more limited than on desktop browsers. The ***SBC*** generates mobile-first, Responsive Design web design web pages that will reduce the content when viewed on smaller screens, especially in portrait viewing modes.

A mobile browser may have more a more limited set of fonts available than desktop browsers.

Some mobile devices employ a stripped-down browser such as Opera Mini that may not produce acceptable results. If you uncover this situation and need to target a specific device for your users, contact ***SBC*** support at: support@sbc.aces-softball.com for assistance.

22 USING THE SBC WITH 3RD PARTY MOBILE STATS APPS

22.1 Overview

The ***SBC*** supports the use of a number of popular commercial apps exist for capturing baseball and softball statistics on devices such as the iPhone/iPad, Windows or Android platforms.

After scoring games with an app, the statistics for a specific game are extracted from the app via an export file and are subsequently imported and merged with existing statistics in an ***SBC*** Single-Season Mode Team Worksheet.

It is assumed that the user has a legal copy of the app. If the user intends to use the app simply as a stats capture device with the ***SBC***, it is not necessary to be proficient in the full suite of the apps' functionality. Only the basic operations to set up a roster and capture statistics for a game plus the procedure to export the stats into a file are needed.

22.1.1 Supported 3rd Party Apps

The ***SBC*** supports batting stats that have been captured on the following mobile apps. Major limitations are shown for each when importing to the ***SBC***. None of the 3rd party apps export **FINES**. Most do not export Player Position **POS** values.

Some of the apps listed are no longer available on the Apple or Andriod app stores. However, the ***SBC*** still maintains support for the last known public releases.

See the notes under **Special Situations** for proper use of each app with the ***SBC***.

22.1.1.1 iScore Baseball/Softball

iScore Baseball/Softball– iOS and Android

1. Export files are a composite of stats for multiple games.
2. Does not export an explicit game number.

22.1.1.2 6-4-3 Baseball Scorebard

6-4-3 Baseball Scorecard - Android

1. Does not export an explicit game number.
2. Does not export **FC**, **ROE** or **CI** stats. The importer will set these values to 0.

22.1.1.3 K-ForCE

Pointstreak K-ForCE – Windows

1. Does not export an explicit game number.
2. Does not export **CI** stats. The importer will set this value to 0.

22.1.1.4 Game Changer

Game Changer Classic and Game Changer Manager – iOS and Android

1. Export files are a composite of stats for multiple games.
2. Does not export an explicit game number.
3. Has a **SAC** (sacrifice hits & bunt safely) category where the ***SBC*** has a **SACB** (sacrifice bunts only**).**

22.1.1.5 Sleet Stats Softball StatKeeper

Sleek Stats Softball StatKeeper – Android

1. Does not export an explicit game number. Export the game of choice from the app as a box score. Either the **game-gameboxscore.csv** or **league-gameboxscore.csv** file can be used.
2. Does not export **FC**, **SACB** or **CI** stats. The importer will set these values to 0.

22.1.1.6 FixedIt Baseball Scorebook

FixedIt Baseball Scorebook – Desktop (older versions) of Windows and Mac

1. Does not export an explicit game number.
2. Export files are a composite of stats for multiple games**.**

3. Does not export **HBP, SB**, or **CI** stats. The importer will set these values to 0.

22.1.1.7 Backside Stats

Backside Stats – iOS

1. Tracks stats for slow-pitch softball only. A **.csv** file with the home or away team stats can be sent via text or email from the app.
2. Does not export an explicit game number.
3. Currently does not track **FC** or **ROE** stats.
4. Tracks but does not export **K**'s.

22.1.1.8 Baseball Scorebook new 5.70

Baseball Scorebook– Android

1. Starting with v1.3.2, a **.csv** file with the home or away team box score stats can be sent via email from the app.
2. Use the ***SBC*** stats importer **General File Format** file type.
3. Does export player position (**POS**).
4. Does not export an explicit game number.
5. Currently, does not track **SF** stats.
6. Currently, only player names in the **firstname lastname** format are exported correctly.

22.1.1.9 General File Format

This is a flexible, generic format that can be used for importing from other sources. Unlike the other formats, entries from multiple games can be specified. Values for all stats categories can be specified including **FINES** and player position (**POS**). See **IMPORTING/EXPORTING STATS FROM OTHER SOURCES** for more details.

22.1.1.10 Other Formats

Support for other formats are possible. Contact ***SBC*** support at support@sbc.aces-softball.com if there is a particular format of interest.

Statistic	iScore	Game Changer*	Baseball Scorebook	Backside Stats	Sleek Stats	6-4-3 Baseball	KforCE	FixedIt Baseball	General
Team Name	-	-	-	-	Home or Away team	Home or Away team	Home or Away team	-	-
Game Number*	G	GP	-	GP	-	-	-	GP	G
SBC Stats File Description*	-	-	-	-	-	-	-	-	-
Plate Appearances	PA	PA	Computed*	Computed*	Computed *	Computed *	PA	PA	PA*
At Bats	Computed*	Computed*	AB	AB	AB	AB	Computed *	AB	AB*
Runs	R	R	R	R	R	R	R	R	R
Hits	H	H	H	H	H	H	H	H	H
Doubles	2B	2B	2B	2B	2B	2B	2B	2B	2B
Triples	3B	3B	3B	3B	3B	3B	3B	3B	3B
Home Runs	HR	HR	HR	HR	HR	HR	HR	HR	HR
Runs Batted In	RBI	RBI	RBI	RBI	RBI	RBI	RBI	RBI	RBI
Walks	BB	BB	BB	BB	BB	BB	BB	BB	BB
Total Strikeouts	SO	SO	-	-	K	SO	SO	SO	SO
Hit by Pitch	HBP	HBP	-	HBP	HBP	HBP	HBP	HBP	HBP
Sacrifice Bunts	SCB	SAC	-	BNT	-	SACB	SCB	BNT	SACB
Sacrifice Flies	SF	SF	-	SF	SF	SACF	SF	SF	SF
Stolen Bases	SB	SB	-	SB	SB	SB	SB	SB	SB
Reached on Error	ROE	ROE	ROE	-	ROE	-	ROE	RE	ROE
Fielder's Choice	FC	FC	FC	-	-	-	FC	FC	FC
Catcher Interference	CI	CI	-	-	-	-	-	CATI	CI
Position	Estimated*	Estimated*	POS*	Estimated*	Estimated *	Estimated*	Estimated*	Estimated*	POS*
Fines	-	-	-	-	-	-	-	-	FINES

Table 22-1 Import File > SBC Statistics Mapping

* See notes in **Statistics Processing Notes**

22.1.2 Statistics Imported

The ***SBC*** can import batting statistics for either the home or visitor team for the selected game. The ***SBC*** can process the statistics shown in Table 22-1 from the app. In some instances, the abbreviations used in the file are different from the ***SBC*** which uses standard MLB abbreviations. Sample files for each format are included in the distribution.

22.1.3 Statistics Processing Notes

22.1.3.1 Undefined Stats Cateories

Some apps do not track/export some specifics stats that are tracked by the ***SBC***. Where possible, the ***SBC*** will attempt to compute them. Categories that are not available are mapped to zeros.

In addition, in some formats, there isn't a 100% mapping of stats categories.

22.1.3.2 Slow Pitch vs. Fast Pitch Softball/Baseball Mismatch

If the ***SBC*** is in **Track Slow Pitch Stats** mode, the import file will be examined for any stats that are not slow-pitch stats. If this is the detected, the user will be alerted to this condition. The ***SBC*** should be configured in the correct statistics tracking mode for the stats that will be captured by the mobile app.

22.1.3.3 Stats Overwrite Policy

Each entry in the import file will be tested for a potential player name/game number match to an entry in the Team Worksheet. If there's a match, the user will be alerted to this condition to enable overwrites.

22.1.3.4 Special Situations

AB vs. PA Entries

Each stats import format specifies either **AB**, **PA** or both. The **General** format allows either to be specified based on the presence of the **AB** or **PA** label. If only one is specified, the alternate value will be computed. If both are specified, the **PA** format takes precedence.

Game Number (G)

As most apps do not have the ability to specify **Game** numbers, the user will be prompted for a **Game** number to be assigned for the import stats.

If stats for this **Game** number already exist in the Team Worksheet, the user will be alerted to this condition and whether to overwrite **ALL** of the existing stats for this game. The **Schedule / Game Numbers** command can be used to adjust/re-sequence game numbers either before or after imported as needed.

Some apps do not have an inherent ability to export stats from a specific game, but rather an aggregate of all games. These apps will have **GP** (Games Played) for the **Game** number. This can cause confusion as the ***SBC*** tracks game-by-game stats in Single-Season mode. The user will be alerted if the **GP** value is greater than 1.

Some apps can selectively export a single game stats identified by Date and Time.

For the ***SBC*** **General** format, the game numbers can be derived from the **G** field in each stats entry in the file. Thus, entries from multiple games can be processed in the same file. The user will be prompted for a default **Game** number which will be used if a **G** field is not present or that a **Game** number is not specified for a player's stat entry.

Player Position (POS)

Only the **General** and **Baseball Scorebook** file formats can specify **POS** entries. However, if the **Auto-Fill Player Positions (POS)** option is set, the importer can estimate a value based on the player's previous games. Obviously, this may not be correct for all players for this game. These values can be examined after importing by executing the **Box Score / Calculate** command for this game. Any corrections can be via by the **Player / Stats** update command.

POS values that are specified explicitly in the **General** and **Baseball Scorebook** file format will override the **Auto-Fill Player Positions (POS)** option for each player entry.

Catcher Interference (CI)

Although not tracked as a category by the ***SBC***, it can be specified explicitly in the **General** file format and factored into the **AB** and **APP** calculations. See the discussion in **Formulas Used in Statistics Calculations**.

Fines Tracking (FINES)
Only the **General** file format can specify **Fines** entries. For all other formats, the importer will set the **Fines** entry to $0.00. If the user is tracking **Fines**, these can be incorporated into the individual player stats after importing by using the **Player / Stats** update command.

Team Name
Where the import file format specifies a team name, the importer will test the ***SBC* Main Team Name** against it for a match before proceeding with the import. Where the team name is not encoded in the import file, it is up to the user to ensure that the correct file is selected for import.

***SBC* Stats File Description**
Not all 3rd Party import files encode the Team Name and/or Game Number. Ensure that you are selecting the correct game stats into the correct ***SBC*** Single-Season Team Worksheet.

22.1.4 Stats Processing Conventions

The player names in the import file will be examined for a match with players in the ***SBC*** Team Worksheet rosters. Matches are case-independent. For players that already exist in the Team Worksheet, the ***SBC*** importer will place each player's stats from the import file into the appropriate ***SBC*** Active or Expansion roster. New players are placed according to the settings at the start of the import process.

Player names in the import file can be in **Last_Name, First_Name** or **First_Name Last_Name** format. Single names are also acceptable The ***SBC*** importer will convert them to match the format in the target Team Worksheet. If the Team Worksheet is empty, the import file format will be used.

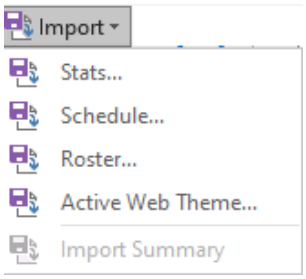
NOTE:
If the **Last_Name, First_Name** format is used with the **.csv** file format, the entries must be bracketed by double quotes. e.g.: **"Mouse, Mickey"**

22.2 Transfering Stats From a Mobile App to the SBC

In most cases, stats files are exported from the mobile app via its' email function. These will be in the Comma-Separated-Variables (**.csv**) or Excel (**.xls, .xlsx**) format. After the email has been received in your email program, save the attachment files in a folder of your choice. Consult your documentation for your mobile app for the procedure and file naming conventions. You may rename the file as desired.

WARNING:
The contents of these files should not be edited
or unpredictable results can occur!!!

22.2.1 Import Procedure



It is strongly suggested that the user save off the current Team Worksheet prior to performing the import. There isn't an explicit Undo function. However, importing can be reversed by using the **Stats / Delete Players Stats by Game Range** command.

Use the **Import / Stats** command. Select the import file type based on the mobile app.

WARNING:
Do not select the current Team Worksheet as the import file !!!

Select the Game number to be associated with these statistics. The user will be alerted if stats for this game number already exist in the Team Worksheet. You may choose to overwrite these if desired or terminate the import at this time.

There may be instances where a player name in the import file does not exist in either the Active or Expansion roster. This might occur for a new player, the spelling of the name was incorrect, or if the ***SBC*** Team Worksheet is empty. To account for this situation, the importer provides **New Player Processing** options. The user may choose to add these new players to either the Active or Expansion roster. A unique marker >>> can be optionally prepended to the player name for subsequent processing. The user might choose to bypass this option if the ***SBC*** rosters are empty.

During the import process, the user will be alerted if new player names are detected. The user can choose to selectively ignore/accept the new players.

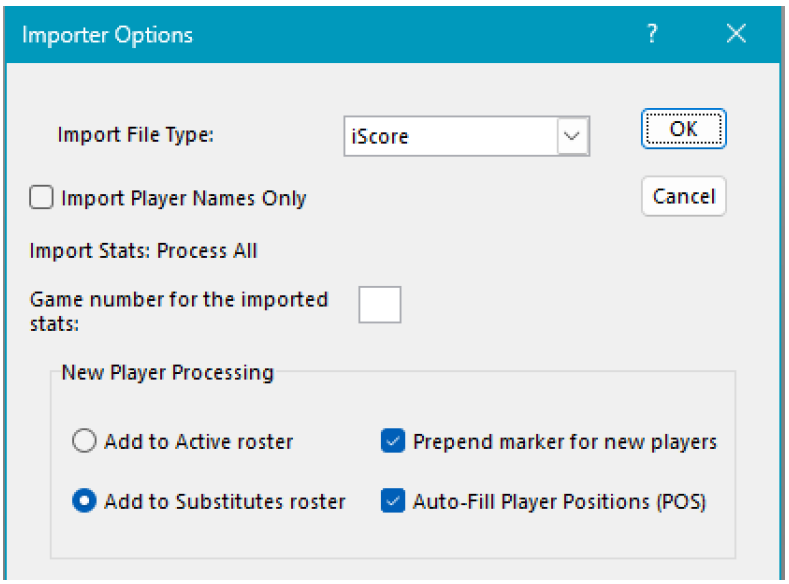


Figure 22-1 Import Stats Options Dialog

The **Auto-Fill Player Positions (POS)** option works the same as during manual stats updating. The setting is effective for the current import only. It does not modify the global **Stats / Auto-Fill Player Positions** setting**.**

1. After selecting the options, press **OK**.
2. Select the file to be imported.
3. Press **Open**.

22.2.1.1 Pre-Import File Analysis

Under most mobile stats apps, the game stats that are exported will have been validated by the app prior to creating the export file. However, the ***SBC*** importer will perform checks on the file format to ensure its integrity based on the selected **Import File Type.** Player stats will be checked for consistency according the Stats Entry Verification rules.

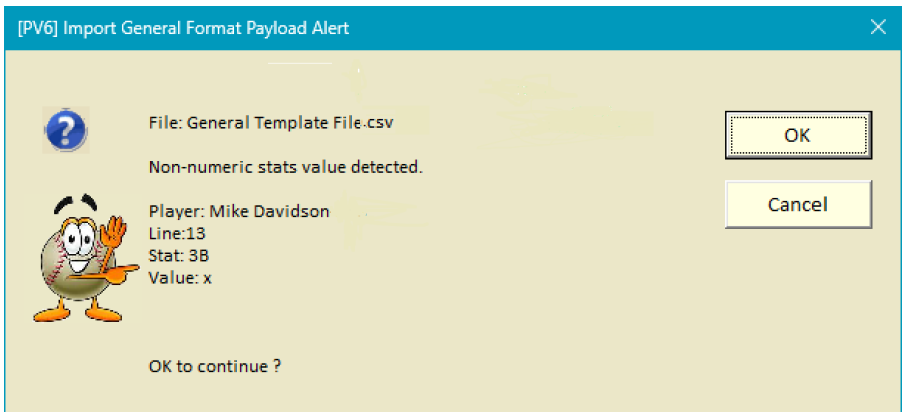


Figure 22-2 Import Stats Invalid Data Alert

Errors or inconsistencies are detected that would result in corruption of the Team Worksheet stats and will be reported to the user. Hitting **OK** will result in continuation of the analysis. Hitting **Cancel** will stop the analysis and report the summary. In either case, the import will be canceled. It is up to the user to correct them at the source so that they will not re-appear on subsequent imports.

22.2.1.2 Import Processing

Statistics for existing players will be merged into their individual statistics areas based on their current roster location on the Team Worksheet.

22.2.1.3 Unknown Player Detection

During the import process, player names that do not appear in either the Active or Expansion roster will be identified to the user via an alert dialog. The user has a choice of either allowing the unknown player and the stats to be added to the roster, or ignoring this player. The user can choose to propagate this action (**Add** or **Ignore**) for subsequent unknown players by checking the **Apply to All** check box.

Figure 22-3 Unknown Player Detection Handler Dialog

If the **Prepend marker for new players** option was selected, the new players that are added to the roster will be identified with >>> next to their name. The user can decide how to resolve these instances after the termination of the import process (**Post-Import Processing**).

22.2.1.4 Import Processing Summary

At the completion of the import process, a display of the processing statistics will occur. The game number will be identified as **New** or **Overwrite**. This summary can be recalled at a later time via the **Import / Import Summary** command.

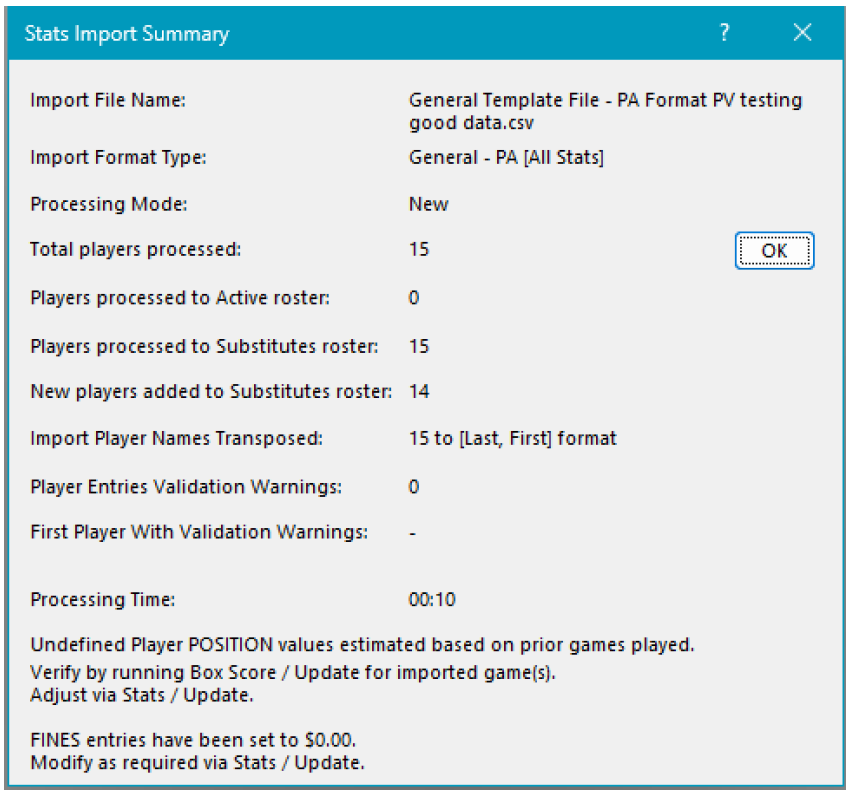


Figure 22-4 Stats Import Statistics Summary

22.2.2 Post-Import Processing

After the import process has completed, the user should evaluate the situations described below and correct as required.

22.2.2.1 Resolving Non-Roster/New Player Issues

If a player was indeed a new entry that you wish to keep on the roster, then use the **Rosters / Rename Player** command to remove the >>> marker associated with that player. If desired the player can be transferred to the other roster via the **Rosters / Transfer Player** command.

If there are player(s) that you do not wish to add to the roster (e.g.: one-time substitutes) but do wish to include their stats for this game, then an alternative would be to aggregate these players' stats into a composite name (e.g.: "**Drive-By's**") by using the **Rosters / Merge Players** command.

If the entry was a typo (eg: misspelled name), then one of the following methods can be used:

1. If the player name is correct in the Team Worksheet but in-correct in the mobile app, delete the player stats entry with the incorrect name via the **Stats / Delete Player Stats By Game Range** or the **Rosters / Delete Player** command. Then, correct the player name in the mobile app and re-import the game stats into the ***SBC***. This is preferred as this corrects the inconsistency at the source and prevents the situation on subsequent imports.
2. If the player name is correct in the mobile app but incorrect in the Team Worksheet, use the **Rosters / Rename Player** command to correct.
3. Use the **Rosters / Merge Players** command to merge the stats with the correct player.

The **Rosters / Analyze Rosters** command can verify that all of these instances have been addressed. This command can also be used to remove all new player markers from both rosters.

22.2.2.2 Adding Missing Stats

If desired, stats that may not be supported in a given 3rd party file format (eg: **Fines**, **Position**) may be added manually via the **Player / Stats** update command. It is suggested that the **Auto-Fill Player Positions (POS)** option be use during imports so that players that normally play the same position can be automatically entered.

22.3 Managing Rosters

22.3.1 Transferring the SBC Roster to a Mobile App

If you are an ***SBC*** user and are setting up the mobile app for the first time, you will need to set up the rosters in the mobile app. This can be accomplished in a number of ways in the app depending on its' capabilities:

- Manual entry
- ***SBC*** roster export
- Copy/Paste from ***SBC*** roster

22.3.2 Transferring a Roster From a Mobile App to the SBC

If you already have a roster defined in your mobile app, you can transfer it to the ***SBC***. Although not required, start with an empty Single-Season Team Worksheet. Then export a stats file from your mobile app that has the roster that you desire. This can be a game from an existing season, previous season, or a game with no stats. Then, use the following sequence:

1. Invoke the **Import / Stats** command
2. Select the format of the mobile app file or the **General** format
3. Check the **Import Player Names Only** option.
4. Importer Options –
    a. Select the Active or Expansion roster as a destination for new players
    b. Check or uncheck the **Prepend marker for new players** option
5. Import the stats file from your mobile app
6. When the first unknown player alert appears, check **Apply to All** and then press **Add**

Each player in the import file will be added to the selected roster if it doesn't already exist. No stats will be imported. If you are starting with an empty Team Worksheet with no roster entries, uncheck the **Prepend marker for new players** option.

After the import is completed, use the **Transfer Player Stats** command as desired.

The new player markers can be removed individually by the **Rosters / Rename Player** command or all markers via the **Rosters / Check Roster** command.

23 IMPORTING/EXPORTING STATS FROM OTHER SOURCES

23.1 Importing Stats

In addition to 3rd party mobile apps, two generalized file formats are available to import stats from other stats programs or services. One is for importing stats that are organized on a game-by-game basis. The other is for stats organized on a season basis.

The stats will need to be transposed to match one of these formats for importing. As this process is prone to errors, it is suggested that the importing be performed on a copy of your Team Worksheets until the desired results have been achieved.

23.1.1 General Conventions

The following conventions apply:

1. Player name format can be either **FirstName LastName** or **LastName, FirstName**. The importer will transpose the names as required to match the destination ***SBC*** file format. If using a **.csv** format file, ensure that the names are enclosed in double quotes to avoid column misalignment from enbedded commas (eg: **"Mickey Mouse, Jr"**)
2. Use a copy of one of the supplied template files as a reference.
3. If copying stats from another file into a template file, use: **Copy** and then **Paste Special / Values Only** to preserve the formats in the template files
4. After importing, player stats can be renamed/transferred/merged as necessary

23.1.2 Stats Entry Conventions

The following apply to all file formats:

1. Single line entries for each player
2. Entries can be in any order
3. A optional Game number field (**G[ame]**) can be specified. If it is not, a user-suppiled game number will be assigned to stats entries.
4. Enter **PA** (Plate Appearences) or **AB** (or both) for each player depending on file format.
5. Stats values must positive integer numeric values >=0
6. Stats not available can be 0 or left blank
7. If the Team Worksheet is in **Track SP Stats Only** mode, then any **SB, SACB,** and **HBP** entries from the import file will be set to 0.
8. **FINES** values are optional and can be positive or negative currency amounts or blank.

23.1.3 Stats Validation

In addition, player stats will be checked for consistency according the Stats Entry Verification rules.

23.2 Single-Season Mode Import

If the source of your stats isn't one of the commercial applications defined in Table 22-1, chose one of the following based on whether your stats have **PA** or **AB** specified.

23.2.1 File Format

The **General** format is a simplified format that accepts all available stats entries. This format is similar to many 3rd party export formats with the enhancement of flexible stats category locations. It can contain game-by-game entries from multiple players and from one or multiple games. Files can be in **.xls**, **.xlsx**, or **.csv** format. The ***SBC*** distribution contains sample templates in Excel format.

Either **PA** or **AB**'s (or both) can be specified. If available, the **PA** format is preferable as data entry errors in the stats fields can be detected more readily. If **PA** not specified, it will be computed. If both are specified, the **PA** format take precedence.

Two format styles can be accepted. The importer will detect which style is present.

23.2.1.1 Marker Style Format

The first cell in an entry contains a marker indicating whether the entry should be processed. Values are integers >= **1** (process) or **0**/**blank** (bypass). This can be useful for adding comment lines in the import file or blocking the import of specific stats entries. Comment lines can be inserted at any location.

Player naming conventions are the same as described in **Player Name Entry Rules**. The option to import just the Player Names (**Roster Import**) is still available. If using a **.csv** format file, ensure that player names are enclosed in double quotes to prevent column misalignment from embedded commas (eg: **"Micky Mouse, Jr"**).

General format																						
Column:	**A**	**B**	**C**	**D**	**E**	**F**	**G**	**H**	**I**	**J**	**K**	**L**	**M**	**N**	**O**	**P**	**Q**	**R**	**S**	**T**	**U**	
Labels:	#	PLAYER	G	POS	PA or AB	R	H	RBI	2B	3B	HR	BB	FC	ROE	SB	SF		SACB	SO	HBP	CI	FINES
Example:	1	Mickey Mouse	22	1B	4	2	2	0	0	1	0	0	0	0	1	0		0	0	0	0	0.00
			... more entries as req'd																			
termination line		**End**																				

Figure 23-1 General Import File Marker Style Format

23.2.1.1.1 Import Fields Mapping

new 5.70 This format requires the first field of the Labels line (cell **A**) contain a marker string to identify valid stats entries. The marker can be any of the following strings:

**Num** or **Uni**

Only the leading character(s) are required so **##, Number, Numbers, Uniform, Uniform Number**, etc. are acceptable.

The importer will search the file for the labels line for an identifier string of **Player** or **Name** in Column **B**. The remaining fields can be in any order. A minimum of **AB** or **PA, R, H, 2B, 3B, HR** and **BB** must be defined, Stats values for a required field can be left blank, but the label must be defined. Remaining stats categories are optional. See notes under Special Situations for details.

All entries that follow are stats entries or comments based on the marker value:

Blank or 0: comment line
Number >0 and non-blank player name: valid stats entry

An optional termination string (**End** or **Total**) marker identifies the end of stats entries. If present, it must be in cell **B** or **C** after stats entries. All lines beyond the termination marker will be ignored. new 5.70

23.2.1.2 No Marker Style Format

Similar to the **Marker Style Format** except that the marker column is not present.

23.2.1.2.1 Import Fields Mapping

General - format																				
Column:	**A**	**B**	**C**	**D**	**E**	**F**	**G**	**H**	**I**	**J**	**K**	**L**	**M**	**N**	**O**	**P**	**Q**	**R**	**S**	**T**
Labels:	PLAYER	G	POS	PA or AB	R	H	RBI	2B	3B	HR	BB	FC	ROE	SB	SF	SACB	SO	HBP	CI	FINES
Example:	Mickey Mouse	22	1B	4	2	2	0	0	1	0	0	0	0	1	0	0	0	0	0	0.00
		... more entries as req'd																		

Figure 23-2 General Import File No Marker Style Format

This format requires the first field of the Labels line (cell **A)** to contain the identifier string: **Player** or **Name**. All entries that follow with a non-blank entry in cell A are considered stats entries. A blank player name field in the stats entries is treated as a comment line.

23.2.2 Import Procedure

Use the following sequence:

1) Choose a file with either the **PA** or **AB** format depending on your source stats. The importer will calculate the other entry. The **PA** format is preferable as it facilitates more accurate stats validation during the import process.

2) Create a **.csv** or Excel file with the data aligned into the fields as shown in Figure 23-1 or 23-2. Ensure that you include the labels line plus the stats entry lines. Insert comment lines and a termination line as desired.
3) Run the **Import / Stats** command and select the **General** format
4) Enter a default **Game** number. This will be assigned to all stats entries if the file does not specify a **G** field.

NOTE:
When using the **.csv** file type, ensure that player names that are in the form of **lastname, firstname** are commented [eg: **"Smith, Joe"**]

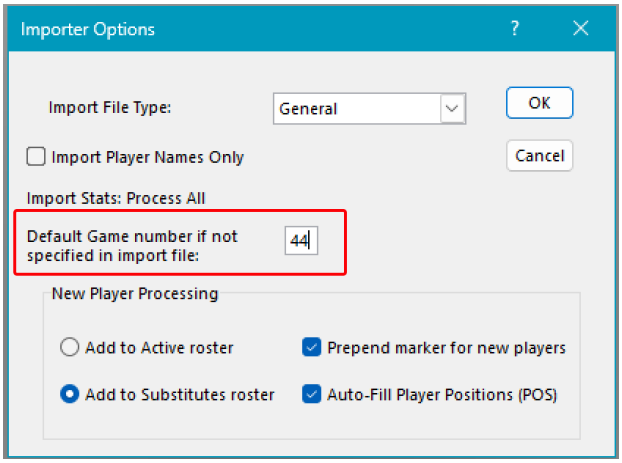


Figure 23-3 General Format Import Options Dialog

23.2.2.1 Additional Processing

1. The importer will validate the format and contents of the import file before processing.
2. The importer will check for duplicate Player Name and Game entries.
3. Stats entries that match existing Player Name and Game entries will be conditionally replaced by the import file entry.

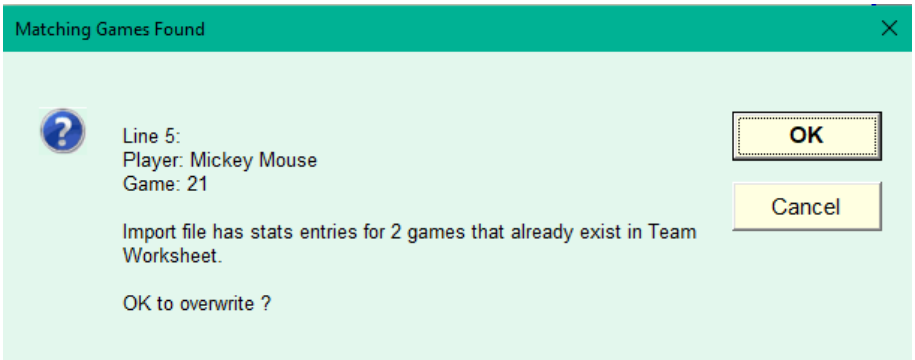


Figure 23-4 Stats Overwrite Alert Dialog

After processing has completed, a summary will be posted (Figure 22-4). It can be recalled as desired by the **Import / Import Summary** command until the next import operation is executed.

23.3 Multi-Season Mode Import

The ***SBC*** can import season-based stats for each player for a Single-Season or multiple seasons in the same file.

Two Excel template files are provided. Use the **SBC Season Stats Import Template - PA Format.xls** file if your source stats provides Plate Appearances (**PA**). This is the preferred format. The ***SBC*** will compute the **AB**'s.

Alternatively, use the **SBC Season Stats Import Template - AB Format.xls** if your source stats provides At Bat's. The ***SBC*** will compute the Plate Appearances (**PA**).

The template files can hold 500 **Player Name/Season ID** entries which should be sufficient for most users.

23.3.1 File Formats

PA Format:

PLAYER	SEA	G	PA		R	H	RBI	2B	3B	HR	BB	FC	ROE	SB	SF	SACB	SO	HBP	FINES
Howard, Moe	1960	4	16		3	1	0	0	0	0	0	0	0	0	1	0	3	0	$0.00
Fine, Larry	1961	5	20		2	8	0	0	0	0	0	0	0	0	3	0	0	0	$0.00
Howard, Curley	1960	6	22		4	14	0	0	0	3	0	0	0	0	4	0	0	0	$25.00

AB Format:

PLAYER	SEA	G		AB	R	H	RBI	2B	3B	HR	BB	FC	ROE	SB	SF	SACB	SO	HBP	FINES
Howard, Moe	1960	4		15	3	1	0	0	0	0	0	0	0	0	1	0	3	0	$0.00
Fine, Larry	1961	5		17	2	8	0	0	0	0	0	0	0	0	3	0	0	0	$0.00
Howard, Curley	1960	6		18	4	14	0	0	0	3	0	0	0	0	4	0	0	0	$25.00

Figure 23-5 SBC Season Stats Import Templates

23.3.1.1 Stats Exceptions

Catcher's Interference (**CI**) stats are not tracked by the ***SBC***, or captured in these formats. However, if you use the **PA Format** and add 1 to **PA** for each **CI** instance, the statistics will be computed correctly.

23.3.1.2 General Entry Conventions

In addition to those specified previously:

1. Single line composite totals for each season for each player
2. Entries can be in any order by player name or season
3. Blank lines (**PLAYER** value is blank) will be ignored
4. The Season ID (**SEA)** will default to the **Season ID** parameter of the target file if not specified. This is handy if most of your stats are from the same season.
5. **G** column is total games played for the season for the player >=0.
6. Enter **PA** (Plate Appearences) or **AB** for each player depending on file format.
7. Stats are imported into the Active Roster. New player roster entries will be created as required.
8. Player names that already exist in the Expansion roster will be marked with: **>>>** for reconcilation after importing

23.3.2 Import Procedure

1. Make a copy of the **SBC Season Stats Import Template - PA Format.xls** or **SBC Season Stats Import Template - AB Format.xls** template file and open with Excel.
2. Select **Slow Pitch Only** or **Fast Pitch** tracking mode option
3. Enter a default **Season ID** value. This will be used if the **SEA** value is blank for an entry.
4. Copy and paste the stats values from your source into the template file to the respective columns.
5. Enter the **Season ID** for each stats entry in the **SEA** cell or leave blank for the default **Season ID**.
6. Save the import file.
7. Open your ***SBC*** Multi-Season Team Worksheet.
8. Run the **Import / Stats** command and select the import file

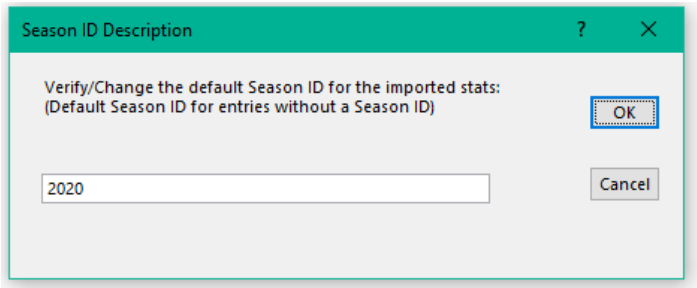


Figure 23-6 General Format Season ID Validation Dialog

The default **Season ID** specified in the import file will be posted for confirmation.

23.3.3 Import File Verification

In addition to the verifications above, stats entries will be verified for the following additional conditions:

1. Duplicate **Player Name/Season ID** combination entries
2. Tracking mode (**Slow Pitch Only** or **Fast Pitch**) mismatch between the import and Team Worksheet file.

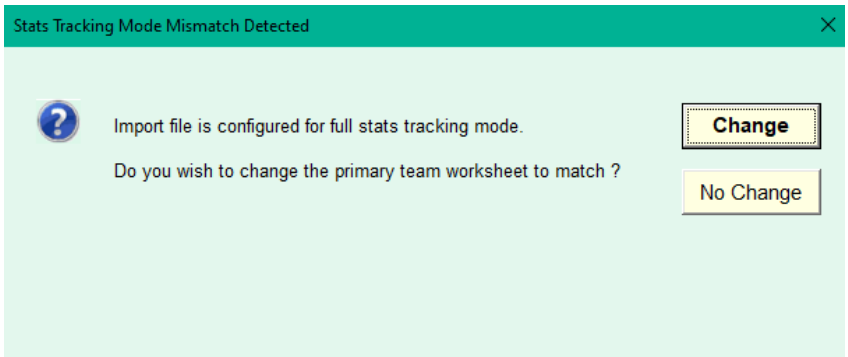


Figure 23-7 Stats Tracking Mode Mismatch Dialog

Detection of any of these issues will be reported and the importer will be terminated.

23.3.3.1 Stats Overwrite Policy

The user will be alerted if any of the **Season ID** stats in the import file match those in the Team Worksheet. Hitting **OK** will purge **ALL** existing stats for the matching seasons in the Team Worksheet before importing. This is the normal mode when a full overwrite is desired for the matching seasons.

Hitting **Bypass** will overwrite matching **Player Name / Season ID** entries with the entry from the import file. Non-matching **Season ID** entries will remain unchanged. This mode is useful when entering stats for the same **Season ID** from different files.

23.3.4 Import Processing Summary

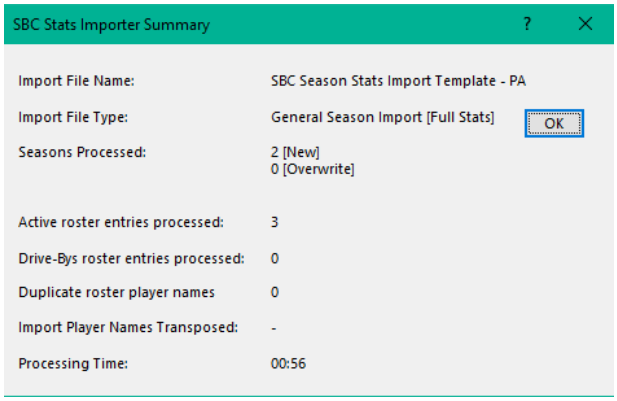


Figure 23-8 Stats Import Summary

After processing has completed, a summary will be posted. It can be recalled as desired by the **Import / Import Summary** command until the next import operation is executed.

23.4 Exporting Stats

Stats records can be exported for use in other applications. Either the team Batting Summary or detailed player stats can be exported. The **TOTALS** line can be selectively included.

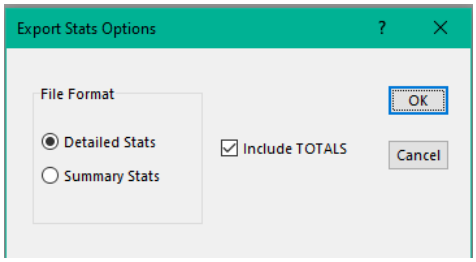


Figure 23-9 Export Stats Options

The file format is .**csv**. The format is compatible with the **General Import File Format** with the addition of the **CI, FINES, AVG, SLG, OBP and OPS** fields. Inclusion of a **CI** field is for compatibility with other apps. As the ***SBC*** does not track **CI**, the entries will always be 0 for all players.

23.4.1 Processing Notes

The output file includes both **PA** and **AB** fields. All stats fields are included regardless of **Track Slow Pitch Only** or **Fines** modes settings.

23.4.2 Single-Season Mode Stats Export

In Single-Season Mode, the individual player stats are exported on a game-by-game or summary basis.

Another use is the situation where the ***SBC*** Single-Season Team Worksheet file may have been corrupted. The detailed stats are exported on a game-by-game basis and then re-imported to a clean ***SBC*** Single-Season Team Worksheet. The **Include TOTALS** option should be unchecked in this case. After the import has completed, the Summary Stats are automatically recomputed.

23.4.3 Multi-Season Mode Stats Export

In Multi-Season Mode, the individual player stats are exported on a season-by-season or summary of all seasons basis. The results can be imported into other apps. The file should not be re-imported to another ***SBC*** Team Single Season Worksheet as incorrect stats results will occur.

For Multi-Season Mode, it is assumed that the user maintains the Single-Season files for each season. In the event of a corrupted Multi-Season Team Worksheet, the individual season stats can be re-imported into a clean Multi-Season Mode Team Worksheet.

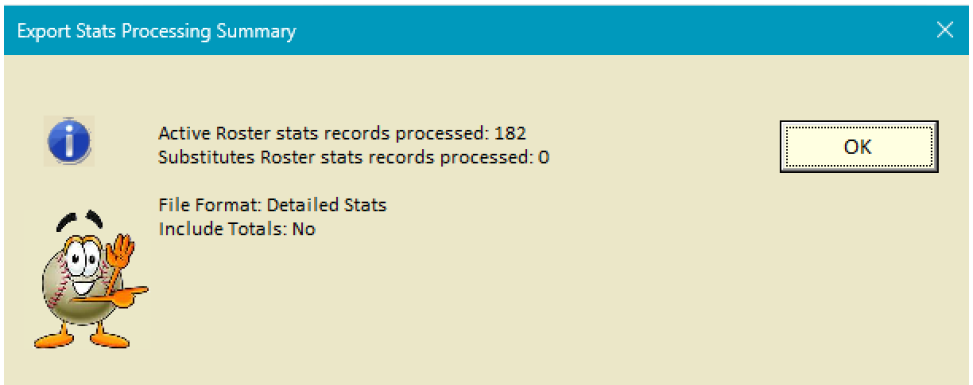
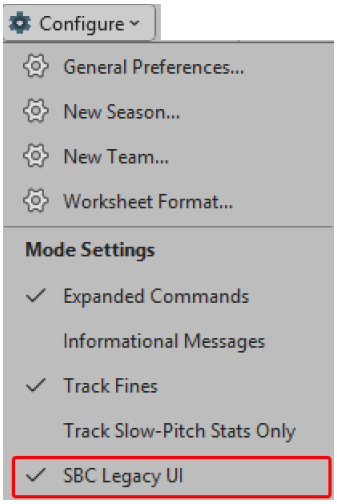


Figure 23-10 Export Stats Processing Summary

24 SBC LEGACY UI

A traditional menus and toolbar interface (**SBC Legacy UI**) can be activated when running the ***SBC*** on all supported Excel versions.



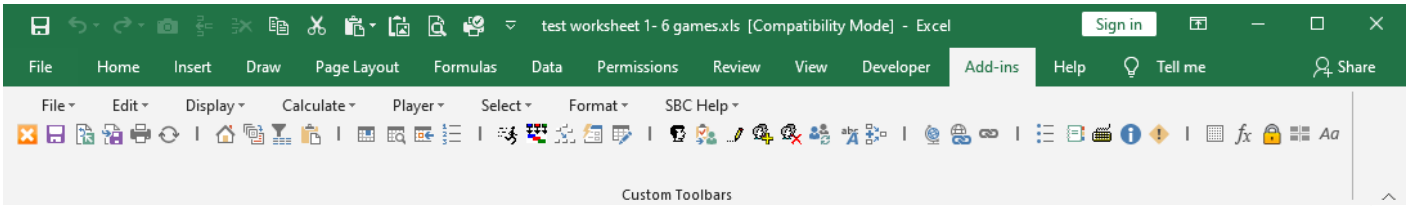


Figure 24-1 SBC Legacy Menus and Toolbar UI Under Excel Ribbon

The **SBC Legacy UI** can be used simultaneously with the **SBC Ribbon UI** if desired. By default, the **SBC Legacy UI** is inactive for improved performance. To active it, use the **General/Configure/SBC Legacy UI** command.

24.1 SBC Legacy UI Commands Equivalents

The following table shows the **SBC Legacy UI** commands and their **SBC Ribbon UI** equivalent. Commands operate the same regardless of the UI.

SBC Legacy UI Command	Tool	Group	SBC Ribbon UI Command	Notes
File Menu:				
About Softball Calculator...		SBC Help	**Info**	
Open		-	**-**	
Save		General	**Save**	
Save As...		General	**Save As..**	
Save CSS Styles		Web Composer	**Selections / Save CSS Styles**	
Import:				
Stats		General	**Import / Stats**	
Schedule		General	**Import / Schedule**	
Standings		General	**Import / Standings**	
Roster		General	**Import / Roster**	
Active Web Theme		General	**Import / Active Web Theme**	
Export:				
Stats		General	**Export / Stats**	
Schedule		General	**Export / Schedule**	
Standings		General	**Export / Standings**	
Roster		General	**Export / Roster**	
Active Web Theme		General	**Export / Active Web Theme**	
Configure:				

SBC Legacy UI Command	Tool	Group	SBC Ribbon UI Command	Notes
New Season		General	**Configure / New Season**	SS Mode Only
New Seasons Group		General	**Configure / New Seasons Group**	MS Mode Only
New Team		General	**Configure / New Team**	
Worksheet Format		General	**Configure / Worksheet Format**	
Team Worksheet Protected		-	-	Always protected.
One Step Web Site		Web Composer	**One Step Web Site**	
Save Selection As HTML Table		Web Composer	**Selections / Save Selection As HTML Table**	
Save Selection As Web Page		Web Composer	**Selections / Save Selection As Web Page**	
Save All Player Stats As Web Pages		Web Composer	**Selections / Save All Player Stats As Web Pages**	
Page Setup...		General	**Print / Page Setup...**	
Default Page Setup...		General	**Print / Default Page Setup...**	
Printer Setup		General	**Print / Printer Setup**	
Print		General	**Print**	
Print Selection		General	**Print / Print Selection**	
Print Player Stats…		General	**Print / Print Player Stats**	
Quit Softball Calculator		General	**Quit**	
Edit Menu				
Repeat		General	**Repeat**	
Cut		QAT	**Cut**	
Copy		QAT	**Copy**	
Paste		QAT	**Paste**	
Paste Special		QAT	**Paste Special**	
Select All		Format	**Select All**	
Document Links…		**Data** tab	**Edit Links**	
Refresh Document Links		**Data** tab	**Refresh All**	
Schedule		Team	**Schedule / Edit**	
Game Numbers		Team	**Schedule / Game Numbers**	
Screen Size		**View** Tab	**Zoom**	
Game Display Range		Team		
General Preferences		General	**Configure / General Preferences**	
Print Preferences…		General	**Print / Print Options / Configure…**	
Batting Leaders Preferences		Players	**Batting Leaders / Preferences**	
One Step Web Site Preferences		Web Composer	**Preferences /One Step Web Site**	Masthead icon selection
Format User Notes Area		Team	**User Notes / Format**	
Update Masthead Banners		Format	**Cells / Update Masthead Banners**	
Division Team Names...		Team	**Standings / Edit Teams**	
Custom Hyperlink		Web Composer	**Links / Edit Hyperlink**	
Paste Web Graphics		Format	**Graphics / Paste Web Graphics**	
Web Graphics Info		Format	**Graphics / Web Graphics Info**	
WPC Preferences:				
General		Web Composer	**Preferences / General**	
Web Theme		Web Composer	**Preferences / Web Theme**	
Masthead		Web Composer	**Preferences / Masthead**	
Navigation Bar		Web Composer	**Preferences / Navigation Bar**	
Content		Web Composer	**Preferences / Content**	
Include Files		Web Composer	**Preferences / Include Files**	

SBC Legacy UI Command	Tool	Group	SBC Ribbon UI Command	Notes
Format:				
Font		Format	**Cells / Font**	
Style		Format	**Cells / Style**	
Number		Format	**Cells / Number**	
Alignment		Format	**Cells / Alignment**	
Borders		Format	**Cells / Borders**	
Patterns		Format	**Cells / Patterns**	
Row Height		Format	**Cells / Row Height**	
Column Width		Format	**Cells / Column Width**	
Restore Column Widths		Format	**Cells / Restore Column Widths**	
Color Palette Editor		-	-	No longer used
Colors		-	-	No longer used
Select Menu:				
Player Stats Area		Players	**Stats / Select Player**	
Next Player Stats Area		Players	**Stats / Select Next Player**	
Previous Player Stats Area		Players	**Stats / Select Previous Player**	
Schedule		Team	**Schedule / Copy to Clipboard**	
Summary Statistics		Team	**Summary / Copy to Clipboard**	
Division Standings		Team	**Standings / Copy to Clipboard**	
Box Score		Team	**Box Scores/ Copy to Clipboard**	
Batting Leaders Summary			-	
User Notes Area		Team	**User Notes/ Copy to Clipboard**	
Team Batting Stats		Players	**Batting Summary / Copy to Clipboard**	
Batting Leaders		Players	**Batting Leaders / Copy to Clipboard**	
Save As Web Page After Select		Web Composer	**Selections / Invoke Web Page Save After Select**	
Prompt for Options on Save		Web Composer	**Selections / Prompt for Options on Web Page Save**	
Display Menu:				
Player Stats		Players	**Stats / Display Player**	
Next Player Stats		Players	**Stats / Display Next Player**	
Previous Player Stats		Players	**Stats / Display Previous Player**	
Schedule		Team	**Schedule**	
Schedule (Refresh First)		Team	**Schedule / Refresh and Display**	
Summary Statistics		Team	**Summary**	
Team Batting Stats		Players	**Batting Summary**	
Batting Leaders		Players	**Batting Leaders**	
User Notes Area		Team	**User Notes**	
Recall Box Score		Team	**Box Scores / Recall**	
Recall Next | Previous Box Score		Team	**Box Scores / Recall Next | Recall Previous**	
Formula Bar		View Tab	**Show / Formula Bar**	
Import Summary		General	**Import / Import Summary**	
One Step Web Site Summary		Web Composer	**One Step Web Site / Summary**	
Pending Notifications		General	**Configure / Pending Notifications**	
Expanded Commands		General	**Configure / Expanded Commands**	
Informational Messages		General	**Configure / Informational Messages**	
Gridlines and Headings		View Tab	**Show / Gridlines, Show / Headings**	

SBC Legacy UI Command	Tool	Group	SBC Ribbon UI Command	Notes
Computed URL Paths		Web Composer	**Links / Navigation Links**	
SBC Toolbar			-	
Restore SBC Toolbar			-	
Restore SBC Ribbon			-	
Calculate Menu:				
Analyze Schedule		Team	**Schedule / Analyze**	
Batting Leaders		Players	**Batting Leaders / Update**	
Update Box Score		Team	**Box Score / Update, Recall**	
Division Standings		Team	**Standings / Calculate**	
Player Menu:				
Update Player Stats		Players	**Stats**	
-				
Add Player to Roster		Players	**Rosters / Add Player**	
Delete Player From Roster		Players	**Rosters / Delete Player**	
Rename Player		Players	**Rosters / Rename**	
Reformat Player Names		Players	**Rosters / Reformat Player Names**	
Transfer Player Stats		Players	**Rosters / Transfer Player**	
Merge Player Stats		Players	**Rosters / Merge Players**	
Delete Player Stats		Players	**Stats / Delete Player Stats**	
Delete Player Stats By Game		Players	**Stats / Delete Player Stats By Game**	
Delete Player Stats By Season		Players	**Stats / Delete Player Stats By Season**	
Delete All Players Stats by Game Range		Players	**Stats / Delete All Players Stats by Game Range**	
Delete All Players Stats by Season		Players	**Stats / Delete All Players Stats by Season**	
Delete All Players From Roster		Players	**Rosters / Delete All Players**	
Check Rosters		Players	**Rosters / Analyze Rosters**	
Validate Player Stats		Players	**Stats / Validate Stats**	
Rename Stats Season		Players	**Stats / Change Stats Season**	
Delete Player Stats by Season		Players	**Stats / Delete Player Stats by Season**	
Delete All Players Stats by Season		Players	**Stats / Delete All Players Stats by Season**	
Consolidate Expansion Roster		Players	**Rosters / Consolidate Expansion Roster**	
Window Menu			n.a.	
SBC Help Menu:				
Donate to SBC Development		SBC Help	**Donate**	
SBC Keyboard Shortcuts [help]		SBC Help	**Shortcuts**	
SBC On-Line User Manual		SBC Help	**User Manual**	
SBC Revision History		SBC Help	**Support**	
SBC Support		SBC Help	**Support**	
SBC Check for Updates		SBC Help	**Updates**	
Excel Help		Help Tab	**Help**	

Table 24-1 SBC Legacy UI Commands

24.2 File Menu

24.2.1 Open

Opens a new document. Only non-***SBC*** Excel documents can be opened as the ***SBC*** allows only a single Team Worksheet to be active at a time. Non-Excel documents (e.g.: text files, csv files) can be opened by double-clicking on the file.

This command is not available on Excel versions with the Ribbon Interface on the Windows platform. Double-click on documents to open them.

24.3 Edit Menu

24.3.1 Statistics Display Ranges

This feature is no longer supported.

24.4 Window Menu

Similar to standard Excel Window menu except that the functionality is limited to switching windows by window name when multiple documents are open. This menu does not appear when running under Windows versions of Excel with the **SBC Ribbon UI**. The standard Excel keyboard shortcut (**ctl+F6**) can be used to display the next active window.

24.5 SBC Legacy Toolbar

24.5.1 Toolbar Icons

Hovering the cursor over a tool will show a literal description of the tool function.

24.5.2 Help Tool

On some versions of Excel, the Excel Help toolbar button is not displayed. To view the standard Excel Help, click on the icon in the main Excel tab bar or use the commands in the **Help** menu or **Help** tab.

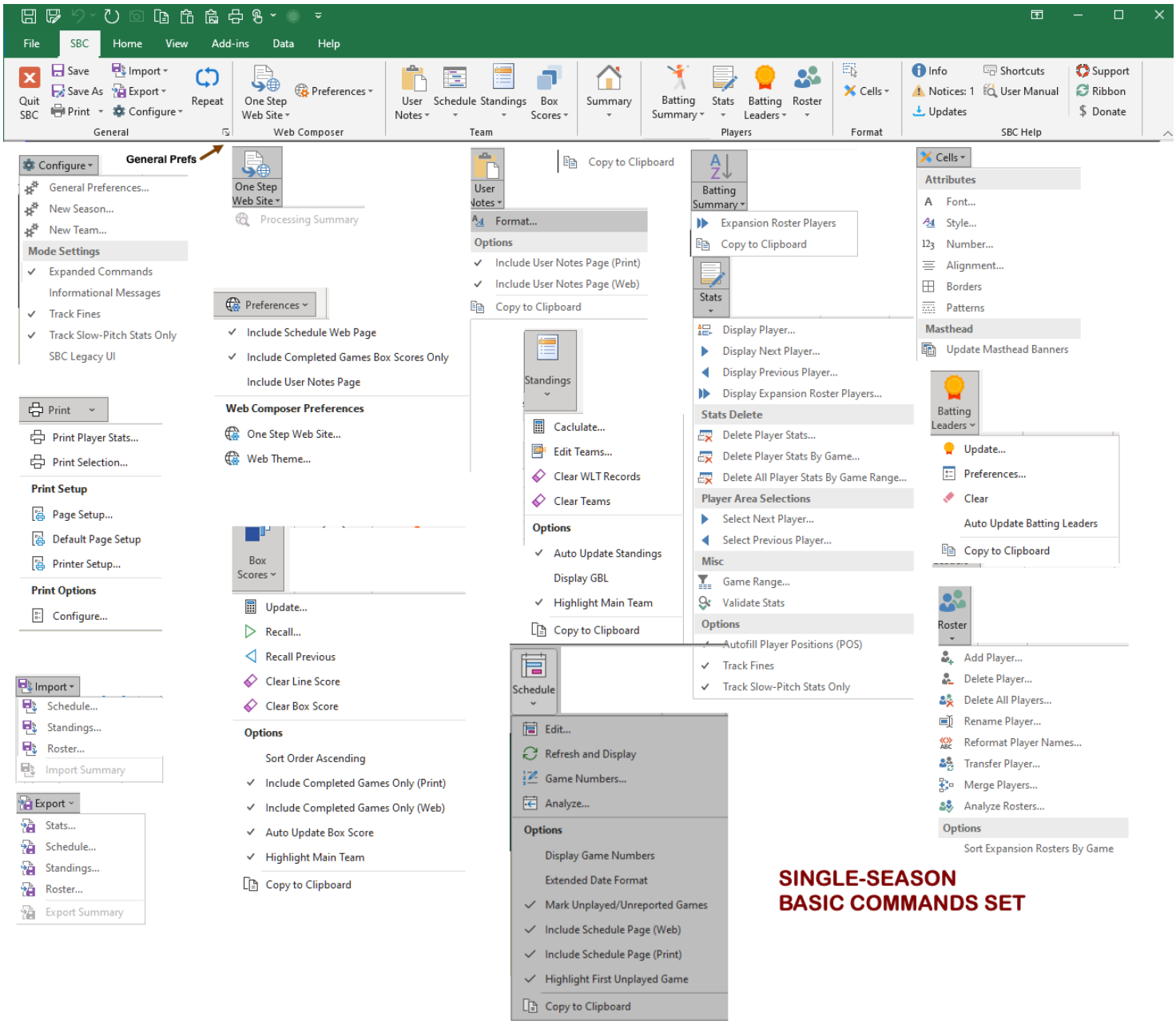
24.5.3 Display / SBC Toolbar

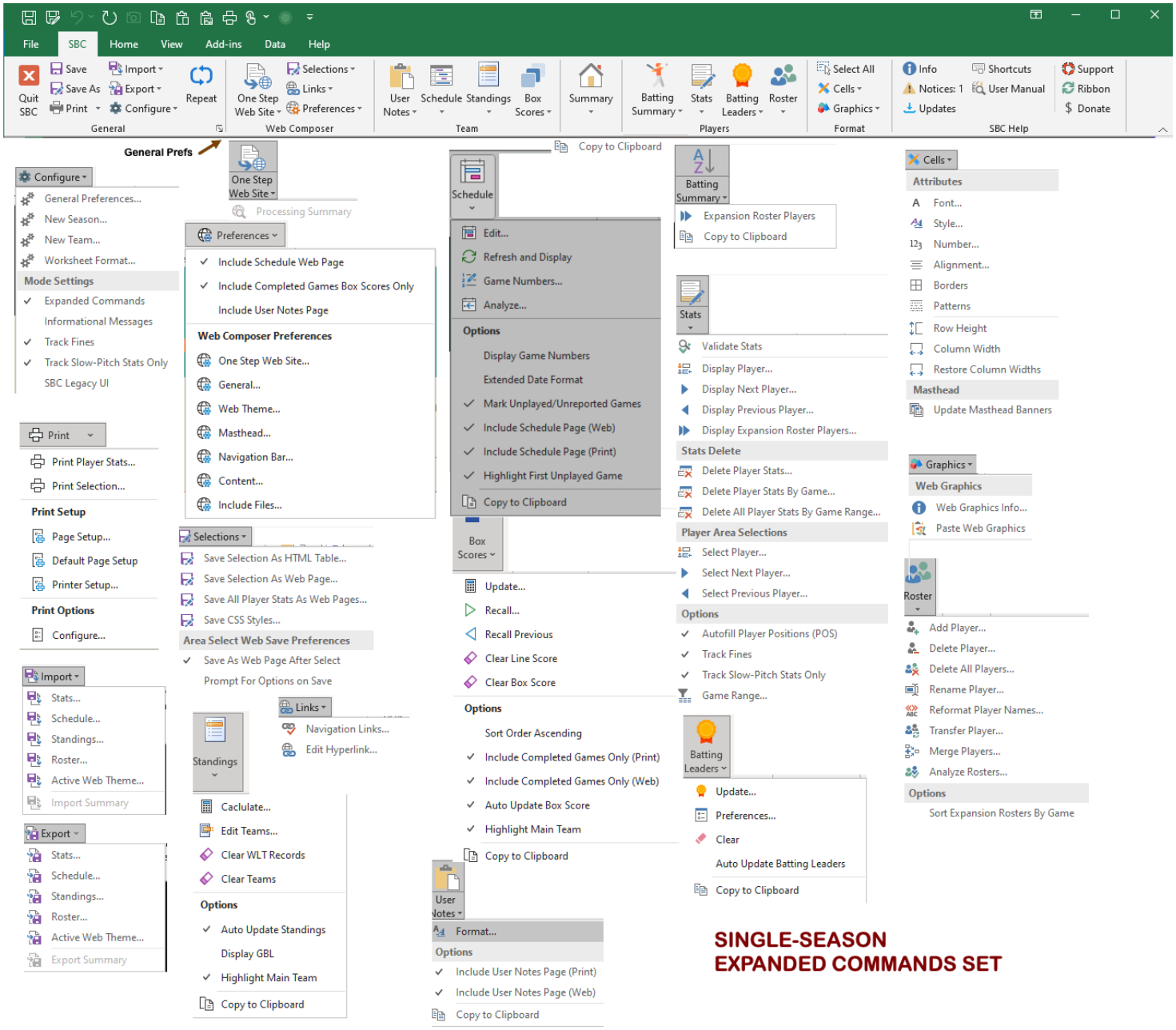
This command controls the display of the **SBC Toolbar**. If the toolbar disappears or becomes erratic, use the **Display / Restore SBC Toolbar** command to refresh it.

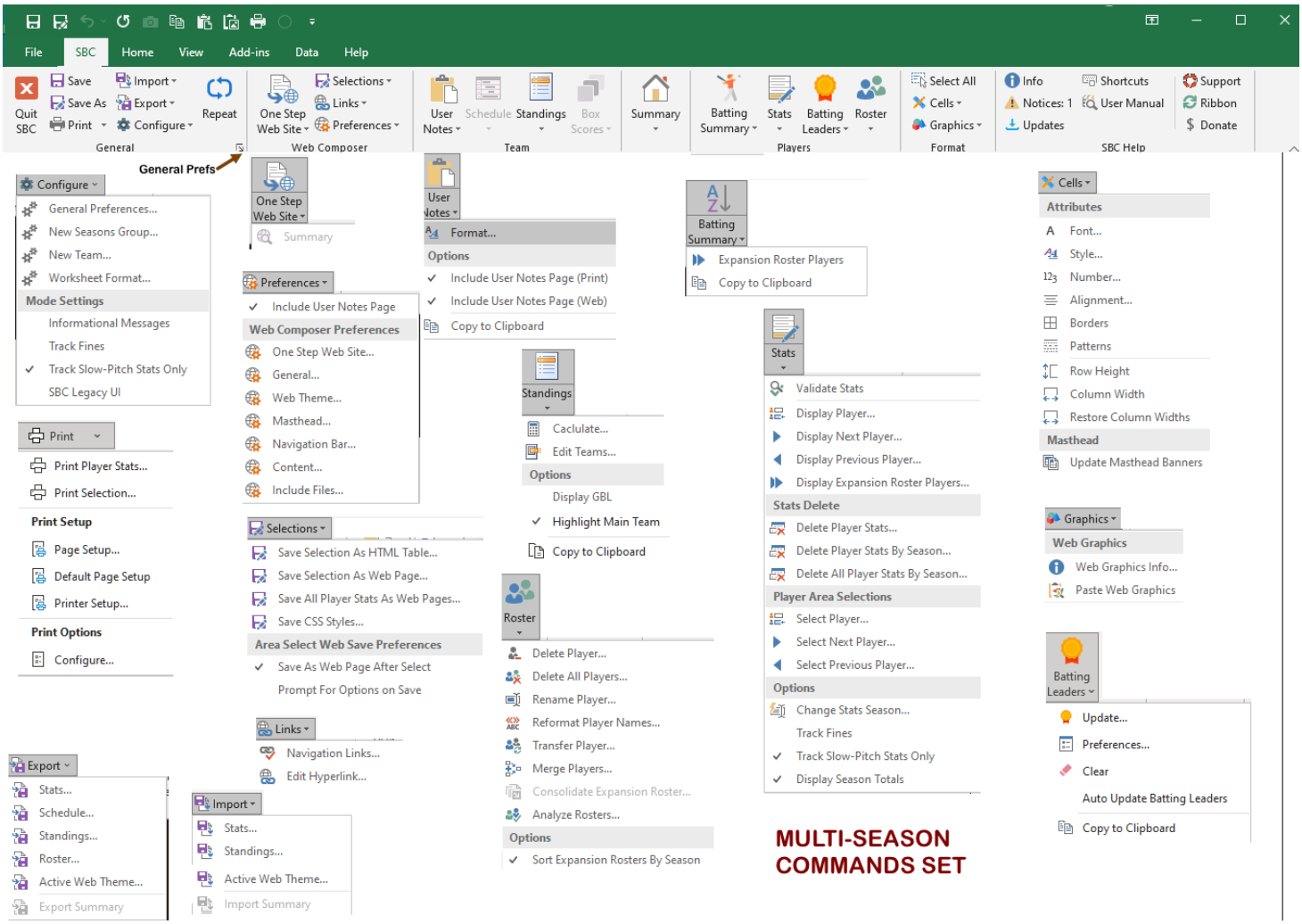
24.6 Display / Restore SBC Ribbon

If the **SBC Ribbon UI** becomes unresponsive when running under Windows/Excel 2010 or newer, use this command to restore it to proper operation. If this fails, quit the ***SBC*** and restart it.

APPENDIX A – SBC RIBBON COMMAND CHARTS




File
SBC
Home
View
Add-ins
Data
Help
Quit SBC
Save
Save As
Print
Import
Export
Configure
Repeat
General
One Step Web Site
Selections
Links
Preferences
Web Composer
User Notes
Schedule
Standings
Box Scores
Summary
Team
Batting Summary
Stats
Batting Leaders
Roster
Players
Select All
Cells
Graphics
Updates
Format
Info
Notices: 1
Shortcuts
User Manual
Support
Ribbon
Donate
SBC Help
General Prefs
Configure
General Preferences...
New Season...
New Team...
Worksheet Format...
Mode Settings
Expanded Commands
Informational Messages
Track Fines
Track Slow-Pitch Stats Only
SBC Legacy UI
Print
Print Player Stats...
Print Selection...
Print Setup
Page Setup...
Default Page Setup
Printer Setup...
Print Options
Configure...
Import
Stats...
Schedule...
Standings...
Roster...
Active Web Theme...
Import Summary
Export
Stats...
Schedule...
Standings...
Roster...
Active Web Theme...
Export Summary
One Step Web Site
Processing Summary
Preferences
Include Schedule Web Page
Include Completed Games Box Scores Only
Include User Notes Page
Web Composer Preferences
One Step Web Site...
General...
Web Theme...
Masthead...
Navigation Bar...
Content...
Include Files...
Selections
Save Selection As HTML Table...
Save Selection As Web Page...
Save All Player Stats As Web Pages...
Save CSS Styles...
Area Select Web Save Preferences
Save As Web Page After Select
Prompt For Options on Save
Links
Navigation Links...
Edit Hyperlink...
Standings
Caculate...
Edit Teams...
Clear WLT Records
Clear Teams
Options
Auto Update Standings
Display GBL
Highlight Main Team
Copy to Clipboard
Schedule
Edit...
Refresh and Display
Game Numbers...
Analyze...
Options
Display Game Numbers
Extended Date Format
Mark Unplayed/Unreported Games
Include Schedule Page (Web)
Include Schedule Page (Print)
Highlight First Unplayed Game
Copy to Clipboard
Box Scores
Update...
Recall...
Recall Previous
Clear Line Score
Clear Box Score
Options
Sort Order Ascending
Include Completed Games Only (Print)
Include Completed Games Only (Web)
Auto Update Box Score
Highlight Main Team
Copy to Clipboard
User Notes
Format...
Options
Include User Notes Page (Print)
Include User Notes Page (Web)
Copy to Clipboard
Copy to Clipboard
Batting Summary
Expansion Roster Players
Copy to Clipboard
Stats
Validate Stats
Display Player...
Display Next Player...
Display Previous Player...
Display Expansion Roster Players...
Stats Delete
Delete Player Stats...
Delete Player Stats By Game...
Delete All Player Stats By Game Range...
Player Area Selections
Select Player...
Select Next Player...
Select Previous Player...
Options
Autofill Player Positions (POS)
Track Fines
Track Slow-Pitch Stats Only
Game Range...
Batting Leaders
Update...
Preferences...
Clear
Auto Update Batting Leaders
Copy to Clipboard
Cells
Attributes
Font...
Style...
Number...
Alignment...
Borders
Patterns
Row Height
Column Width
Restore Column Widths
Masthead
Update Masthead Banners
Graphics
Web Graphics
Web Graphics Info...
Paste Web Graphics
Roster
Add Player...
Delete Player...
Delete All Players...
Rename Player...
Reformat Player Names...
Transfer Player...
Merge Players...
Analyze Rosters...
Options
Sort Expansion Rosters By Game
SINGLE-SEASON
EXPANDED COMMANDS SET


File
SBC
Home
View
Add-ins
Data
Help
Quit SBC
Save
Save As
Print
Import
Export
Configure
Repeat
General
One Step Web Site
Selections
Links
Preferences
Web Composer
User Notes
Schedule
Standings
Box Scores
Team
Summary
Batting Summary
Stats
Batting Leaders
Roster
Players
Select All
Cells
Graphics
Format
Info
Notices: 1
Updates
Shortcuts
User Manual
Support
Ribbon
Donate
SBC Help
General Prefs
Configure
General Preferences...
New Seasons Group...
New Team...
Worksheet Format...
Mode Settings
Informational Messages
Track Fines
Track Slow-Pitch Stats Only
SBC Legacy UI
Print
Print Player Stats...
Print Selection...
Print Setup
Page Setup...
Default Page Setup
Printer Setup...
Print Options
Configure...
Export
Stats...
Schedule...
Standings...
Roster...
Active Web Theme...
Export Summary
One Step Web Site
Summary
Preferences
Include User Notes Page
Web Composer Preferences
One Step Web Site...
General...
Web Theme...
Masthead...
Navigation Bar...
Content...
Include Files...
Selections
Save Selection As HTML Table...
Save Selection As Web Page...
Save All Player Stats As Web Pages...
Save CSS Styles...
Area Select Web Save Preferences
Save As Web Page After Select
Prompt For Options on Save
Links
Navigation Links...
Edit Hyperlink...
Import
Stats...
Standings...
Active Web Theme...
Import Summary
User Notes
Format...
Options
Include User Notes Page (Print)
Include User Notes Page (Web)
Copy to Clipboard
Standings
Caclulate...
Edit Teams...
Options
Display GBL
Highlight Main Team
Copy to Clipboard
Roster
Delete Player...
Delete All Players...
Rename Player...
Reformat Player Names...
Transfer Player...
Merge Players...
Consolidate Expansion Roster...
Analyze Rosters...
Options
Sort Expansion Rosters By Season
Batting Summary
Expansion Roster Players
Copy to Clipboard
Stats
Validate Stats
Display Player...
Display Next Player...
Display Previous Player...
Display Expansion Roster Players...
Stats Delete
Delete Player Stats...
Delete Player Stats By Season...
Delete All Player Stats By Season...
Player Area Selections
Select Player...
Select Next Player...
Select Previous Player...
Options
Change Stats Season...
Track Fines
Track Slow-Pitch Stats Only
Display Season Totals
MULTI-SEASON COMMANDS SET
Cells
Attributes
Font...
Style...
Number...
Alignment...
Borders
Patterns
Row Height
Column Width
Restore Column Widths
Masthead
Update Masthead Banners
Graphics
Web Graphics
Web Graphics Info...
Paste Web Graphics
Batting Leaders
Update...
Preferences...
Clear
Auto Update Batting Leaders
Copy to Clipboard

APPENDIX B - DEFINED HTML WEB COLOR NAMES

The following table shows the Word Wide Web Consortium (W3C) defined 140 HTML color names and their decimal and RGB color code equivalents. Most modern browsers recognize these color names.

These defined color names are in the pulldown menus in the **Web Composer / Preferences** commands to set a desired color. It should be noted that the printed color swatches will likely vary from the colors rendered on the screen. However, the color names and RGB/hex definitions are accurate.

The W3C defines alternate spelling for the word “gray” as “grey”. Thus, for the seven colors that have “gray” in their definition, the alternate spelling may be utilized. The color values are identical in either case.

A useful on-line tool can be found at: https://www.w3schools.com/colors/colors_names.asp. There is a shading variation tool that can be useful as well.

Another on-line tool by Paletton at: https://paletton.com/ is a sophisticated color scheme generator that can be helpful in determining compatible color selections.

Some minimalist browsers may not recognize all 140 color names. The W3C also defines a subset of these colors as valid names that all compliant browsers recognize. They are as follows:

white	red	green	navy
black	maroon	lime	blue
silver	purple	olive	teal
gray	fuchsia	yellow	aqua

aliceblue 240,248,255 F0F8FF	darkslategray 47,79,79 2F4F4F	lightsalmon 255,160,122 FFA07A	palevioletred 219,112,147 DB7093
antiquewhite 250,235,215 FAEBD7	darkturquoise 0,206,209 00CED1	lightseagreen 32,178,170 20B2AA	papayawhip 255,239,213 FFEFD5
aqua 0,255,255 00FFFF	darkviolet 148,0,211 9400D3	lightskyblue 135,206,250 87CEFA	peachpuff 255,239,213 FFDAB9
aquamarine 127,255,212 7FFFD4	deeppink 255,20,147 FF1493	lightslategray 119,136,153 778899	peru 205,133,63 CD853F
azure 240,255,255 F0FFFF	deepskyblue 0,191,255 00BFFF	lightsteelblue 176,196,222 B0C4DE	pink 255,192,203 FFC0CB
beige 245,245,220 F5F5DC	dimgray 105,105,105 696969	lightyellow 255,255,224 FFFFE0	plum 221,160,221 DDA0DD
bisque 255,228,196 FFE4C4	dodgerblue 30,144,255 1E90FF	lime 0,255,0 00FF00	powderblue 176,224,230 B0E0E6
black 0,0,0 000000	firebrick 178,34,34 B22222	limegreen 50,205,50 32CD32	purple 128,0,128 800080
blanchedalmond 255,255,205 FFEBCD	floralwhite 255,250,240 FFFAF0	linen 250,240,230 FAF0E6	red 255,0,0 FF0000
blue 0,0,255 0000FF	forestgreen 34,139,34 228B22	magenta 255,0,255 FF00FF	rosybrown 188,143,143 BC8F8F
blueviolet 138,43,226 8A2BE2	fuchsia 255,0,255 FF00FF	maroon 128,0,0 800000	royalblue 65,105,225 4169E1

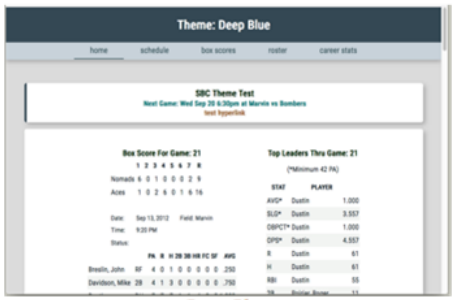
Table B1 HTML Color Names (1/2)

darkblue 0,0,139 00008B	indigo 75,0,130 4B0082	mintcream 245,255,250 F5FFFA	snow 255,250,250 FFFAFA
darkcyan 0,139,139 008B8B	ivory 255,240,240 FFFFF0	mistyrose 255,228,225 FFE4E1	springgreen 0,255,127 00FF7F
darkgoldenrod 184,134,11 B8860B	khaki 240,230,140 F0E68C	moccasin 255,228,181 FFE4B5	steelblue 70,130,180 4682B4
darkgray 169,169,169 A9A9A9	lavender 230,230,250 E6E6FA	navajowhite 255,222,173 FFDEAD	tan 210,180,140 D2B48C
darkgreen 0,100,0 006400	lavenderblush 255,240,245 FFF0F5	navy 0,0,128 000080	teal 0,128,128 008080
darkkhaki 189,183,107 BDB76B	lawngreen 124,252,0 7CFC00	oldlace 253,245,230 FDF5E6	thistle 216,191,216 D8BFD8
darkmagenta 139,0,139 8B008B	lemonchiffon 255,250,205 FFFACD	olive 128,128,0 808000	tomato 253,99,71 FD6347
darkolivegreen 85,107,47 556B2F	lightblue 173,216,230 ADD8E6	olivedrab 107,142,35 6B8E23	turquoise 64,224,208 40E0D0
darkorange 255,140,0 FF8C00	lightcoral 240,128,128 F08080	orange 255,165,0 FFA500	violet 238,130,238 EE82EE
darkorchid 153,50,204 9932CC	lightcyan 224,255,255 E0FFFF	orangered 255,69,0 FF4500	wheat 245,222,179 F5DEB3
darkred 139,0,0 8B0000	lightgoldenrodyellow 250,250,210 FAFAD2	orchid 218,112,214 DA70D6	white 255,255,255 FFFFFF
darksalmon 233,150,122 E9967A	lightgreen 144,238,144 90EE90	palegoldenrod 238,232,170 EEE8AA	whitesmoke 245,245,245 F5F5F5
darkseagreen 143,188,143 8FBC8F	lightgrey 211,211,211 D3D3D3	palegreen 152,251,152 98FB98	yellow 255,255,0 FFFF00
darkslateblue 72,61,139 483D8B	lightpink 255,182,193 FFB6C1	paleturquoise 175,238,238 AFEEEE	yellowgreen 154,205,50 9ACD32
brown 165,42,42 A52A2A	gainsboro 220,220,220 DCDCDC	mediumaquamarine 102,205,170 66CDAA	saddlebrown 139,69,19 8B4513
burlywood 222,184,135 DEB887	ghostwhite 248,248,255 F8F8FF	mediumblue 0,0,205 0000CD	salmon 250,128,114 FA8072
cadetblue 95,158,160 5F9EA0	gold 255,215,0 FFD700	mediumorchid 186,85,211 BA55D3	sandybrown 244,164,96 F4A460
chartreuse 127,255,0 7FFF00	goldenrod 218,165,32 DAA520	mediumpurple 147,112,219 9370DB	seagreen 46,139,87 2E8B57
chocolate 210,105,30 D2691E	gray 128,128,128 808080	mediumseagreen 60,179,113 3CB371	seashell 255,245,238 FFF5EE
coral 255,127,80 FF7F50	green 0,128,0 008000	mediumslateblue 123,104,238 7B68EE	sienna 160,82,45 A0522D
cornflowerblue 100,149,237 6495ED	greenyellow 173,255,47 ADFF2F	mediumspringgreen 0,250,154 00FA9A	silver 192,192,192 C0C0C0
cornsilk 255,248,220 FFF8DC	honeydew 240,255,240 F0FFF0	mediumturquoise 72,209,204 48D1CC	skyblue 135,206,235 87CEEB
crimson 220,20,60 DC143C	hotpink 255,105,180 FF69B4	mediumvioletred 199,21,133 C71585	slateblue 106,90,205 6A5ACD
cyan 0,255,255 00FFFF	indianred 205,92,92 CD5C5C	midnightblue 25,25,112 191970	slategray 112,128,144 708090

Table B1 HTML Color Names (2/2)

APPENDIX C – PRE-DEFINED WEB THEMES

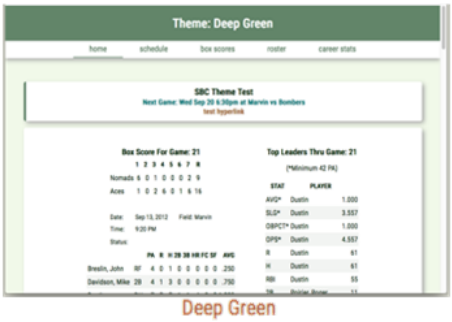
Beach Blue



Deep Blue

Ice Blue

Steel Blue



Deep Green

Forest Green

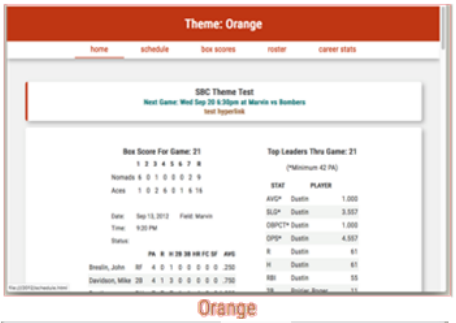
Light Green

Olive Green

Pastel Green

Green-Tan new 5.22

Brown



Orange

Gold

Parchment

Brown [SBC Legacy]