

- At beginning of game:

## Confirm Active Players



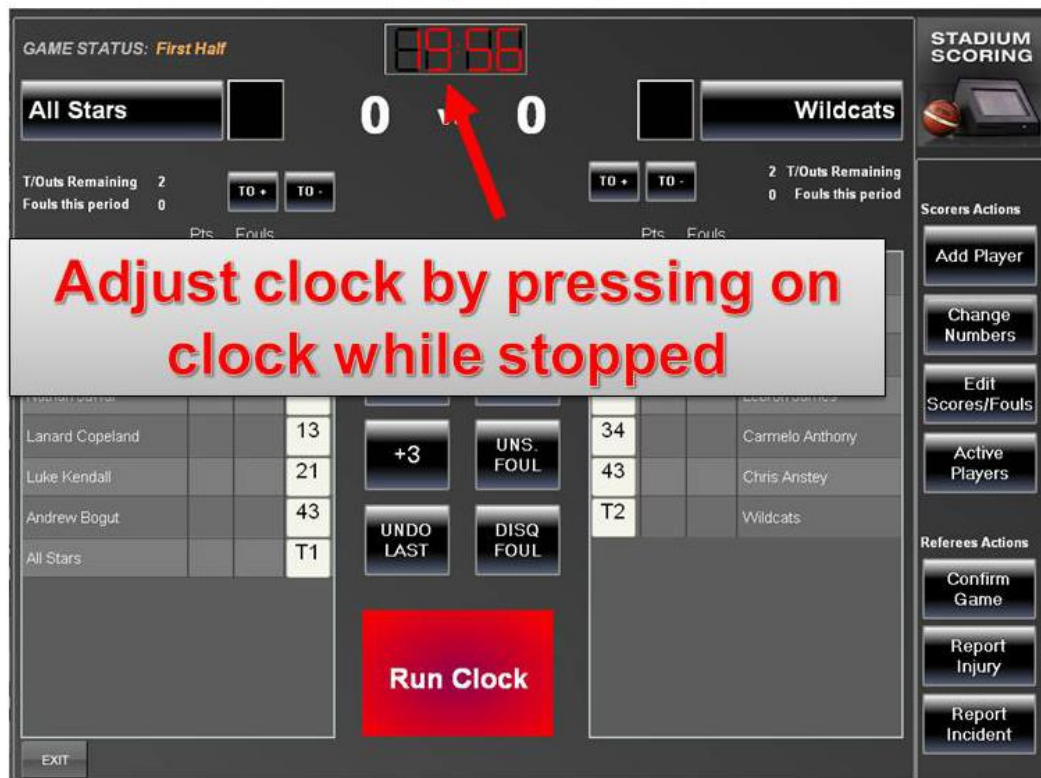
- Ensure teams have checked names and singlet numbers are correct

## Run/Stop/Adjust Clock



- Scoreboard clock must be started at same time

# Run/Stop/Adjust Clock



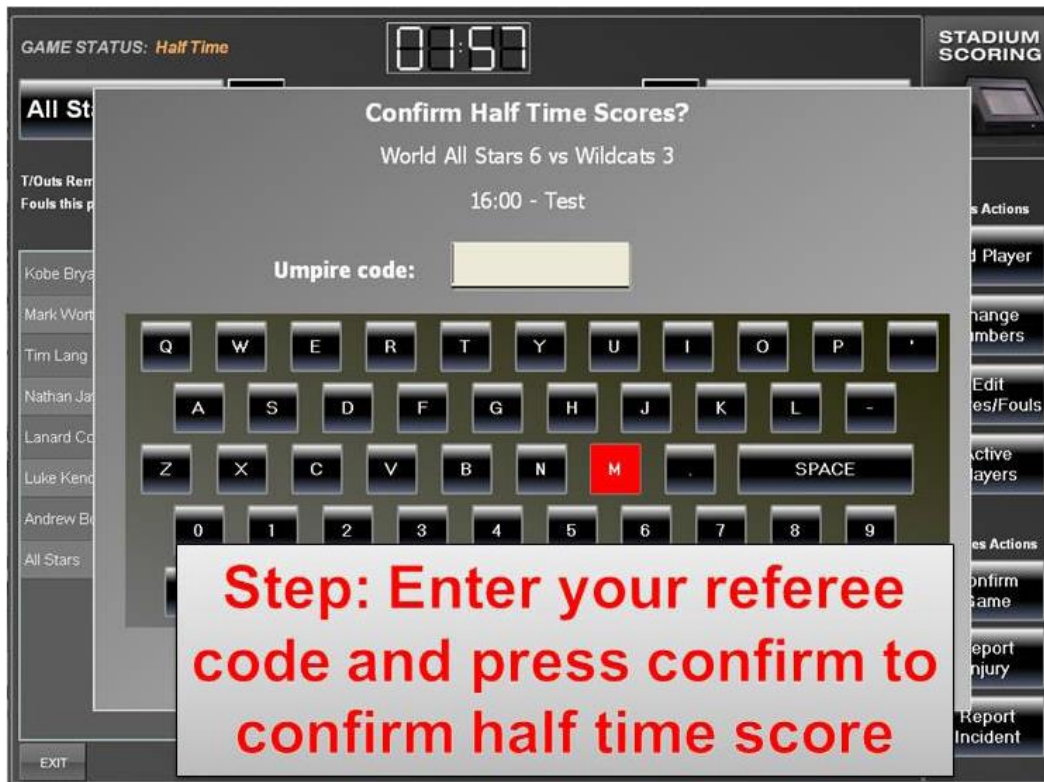
# Run/Stop/Adjust Clock



- Adjust clock to same time as on scoreboard if required

- At half time:

## Confirm Half Time Scores



- This screen automatically pops up when time expires for first half. If an action from the first half needs to be added or changed, press cancel to go back to scoring screen. Make any alterations required and then press CONFIRM GAME to bring screen back
- Adding first half actions after confirming half time scores will mean they count towards team totals in the second half i.e incorrect foul counts



# Confirm Active Players

**Confirm Registered Players**

World All Stars			Wildcats		
<input checked="" type="checkbox"/>	Kobe Bryant	8	<input checked="" type="checkbox"/>	Nathan Crosswell	4
<input checked="" type="checkbox"/>	Mark Worthington	10	<input checked="" type="checkbox"/>	Dwayne Wade	10
<input checked="" type="checkbox"/>	Tim Lang	11	<input checked="" type="checkbox"/>	Chris Bosh	21
<input checked="" type="checkbox"/>	Nathan Jawai	12	<input checked="" type="checkbox"/>	Lebron James	23
<input checked="" type="checkbox"/>	Lanard Copeland	13	<input checked="" type="checkbox"/>	Carmelo Anthony	34
<input checked="" type="checkbox"/>	Luke Kendall	21	<input checked="" type="checkbox"/>	Chris Anstey	43
<input checked="" type="checkbox"/>	Andrew Bogut	43			

**Step: Check who is playing for each team and un-tick any players who are not playing**

Cancel Confirm

- Screen will automatically pop up once half time scores confirmed
- Ensure teams have only selected players who are present for the game
- If a name is selected from this screen it will count as a game toward qualifying for finals so teams will be inclined to select players who are not present

- At end of game:

## Report Injury

GAME STATUS: **Game Over** STADIUM SCORING

**Report Injury**

Choose Player to report

World All Stars		Wildcats	
8	Kobe Bryant	4	Nathan Crosswell
10	Mark Worthington	10	Dwayne Wade
11	Tim Lang	21	Chris Bosh
12	Nathan Jawai	23	Lebron James
13	Lanard Copeland	34	Carmelo Anthony
21	Luke Kendall	43	Chris Anstey
43	Andrew Bogut		

Game Status: **Game Over**

Game Time: **00:00**

Injury status:

**Refused Treatment**

No Treatment

Local First Aid

Team Assisted

Ambulance Called

**Step: If a player is injured press the report injury button, select the relevant player and injury status, followed by confirm.**

- Select injured player from list and choose most appropriate injury status
- You will be asked to put in your referee code to confirm injury report

## Report Incident

GAME STATUS: **Game Over** STADIUM SCORING

**Report Incident**

Choose players/coaches to report

World All Stars		Wildcats	
8	Kobe Bryant	4	Nathan Crosswell
10	Mark Worthington	10	Dwayne Wade
11	Tim Lang	21	Chris Bosh
12	Nathan Jawai	23	Lebron James
13	Lanard Copeland	34	Carmelo Anthony
21	Luke Kendall	43	Chris Anstey
43	Andrew Bogut		Coach

Game Status: **Game Over**

Game Time: **00:00**

**Step: If a player/s is report press the report incident button, select the relevant player/s and press confirm. This can be done at any time of the game by stopping the clock.**

- If you are reporting a player/team etc you must select their name from this list
- You still need to fill in a paper report form with details of incident

# Confirm Full Time Scores

**Confirm Game Result**  
World All Stars 6 vs Wildcats 3  
16:00 - Test

Umpire 1 Code:

Referee 2 Code:

Referee 3 Code:

**Step: Enter your referee code and press confirm to confirm full time score**

Cancel Confirm

- After reporting any injuries/incidents, you will be returned to the active game screen
- Press CONFIRM GAME
- Both referees should enter their referee code, but the game can be closed with just one code



# Exit Game



**GAME STATUS: Game Over**

**All Stars** 6 vs 3 **Wildcats**

T/Outs Remaining 0 Fouls this period 0

T/Outs Remaining 0 Fouls this period 0

	Pts	Fouls
Kobe Bryant	4	1(0)
Mark Worthington	2	1(0)
Tim Lang		
Nathan Jawai		
Lanard Copeland		
Luke Kendall		
Andrew Bogut		
All Stars		

	Pts	Fouls
Nathan Crosswell	4	1
Dwayne Wade	10	1
Chris Bosh	21	1
Lebron James	23	
Carmelo Anthony	34	
Wildcats	43	

**STADIUM SCORING**

Scorers Actions

- Add Player
- Change Numbers
- Edit Scores/Fouls
- Active Players

**EXIT**

**Report Incident**

**Step: Press the Exit button on game screen to exit game and load the next scheduled game.**

# Loading Game



**STADIUM SCORING**

Version: 1.0.0.15 Thursday 19 November 2009 Current Time: 12:09 pm

Time	League	Game	Competition	Status
04:00 PM	Great Southern Classic	All Stars v Wildcats	Test	Pre Game
04:00 PM	Great Southern Classic	Dolphins v Cobras	Test	Pre Game

**Step 1: Touch/Click on next game.**

**Step 2: Touch/Click on confirm to load game.**

**Confirm**

- After exiting previous game you will be returned to this screen
- Wait for the game to be finalised (green tick will appear in status column next to completed game)
- Select the next scheduled game and press CONFIRM

# To Start the Next Game

## Start Game



- Press START GAME and enter your referee code
- This will bring up the active player lists for the next game so that teams can select their players for the game and ensures next game is ready to start
- **IMPORTANT STEP. PLEASE ENSURE IT IS COMPLETED AS NOTED HERE**



## ● Handy Hints:

- Start computer clock 5 seconds behind scoreboard clock to ensure there is time left at the end of the half for scorers to finish inputting actions
- Instruct scorers to allow computer clock to run down to 5-10 seconds and stop it in the second half (i.e. don't bother trying to stop it and start it in unison with the game clock). If time expires before the end of the game team totals will reset to zero and foul counts etc will be inaccurate
- Ensure game clock is running on computer as time stamps are associated with each action so errors can be corrected. Sin bin clocks will also not run unless the game clock is running on the computer
- Put all unsportsmanlike and technical fouls on the computer as a technical foul as there is currently no 5 minute sin bin clock for unsportsmanlike