

ASHWOOD BASKETBALL CLUB

ELECTRONIC STADIUM SCORING

An overview of the use of Electronic Stadium Scoring for Junior and Senior Domestic Competitions



October 22, 2010

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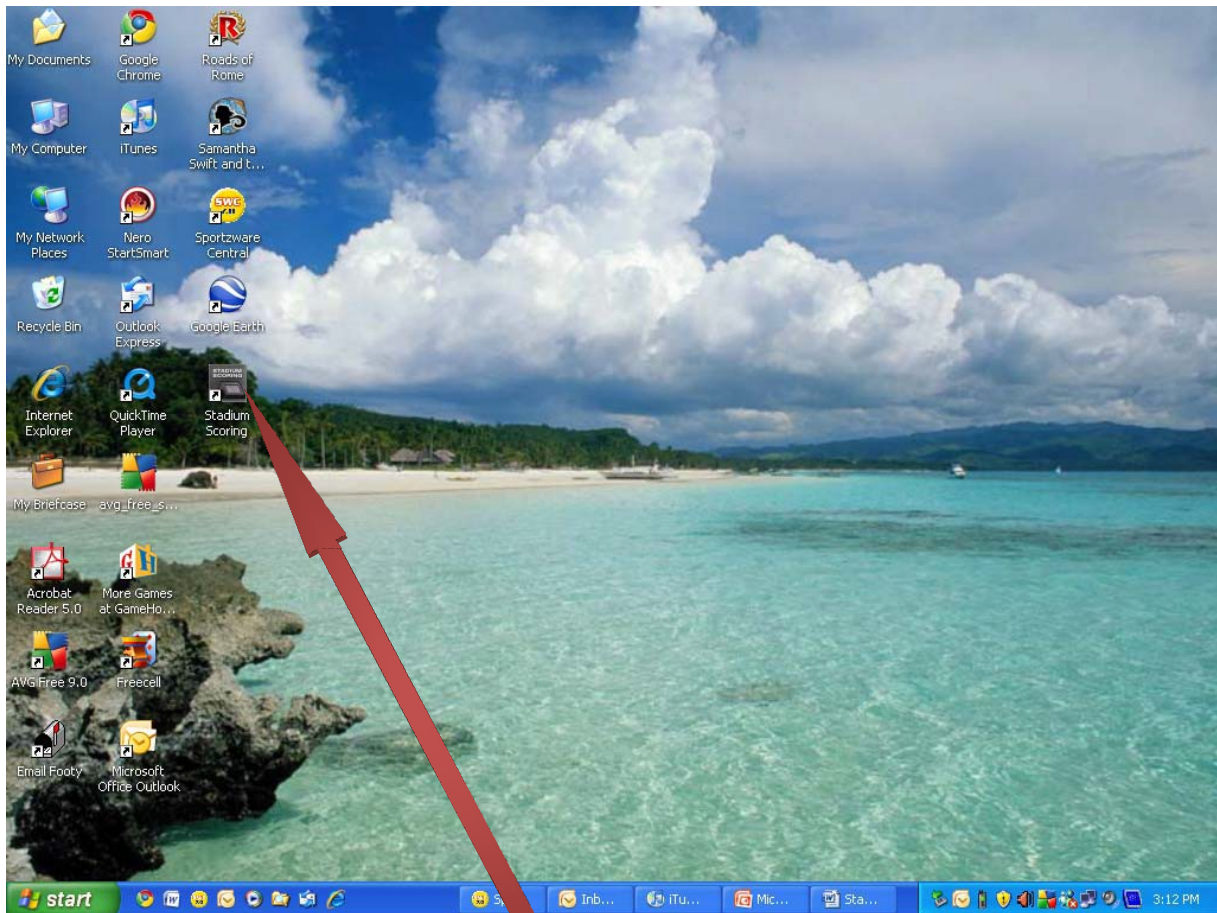
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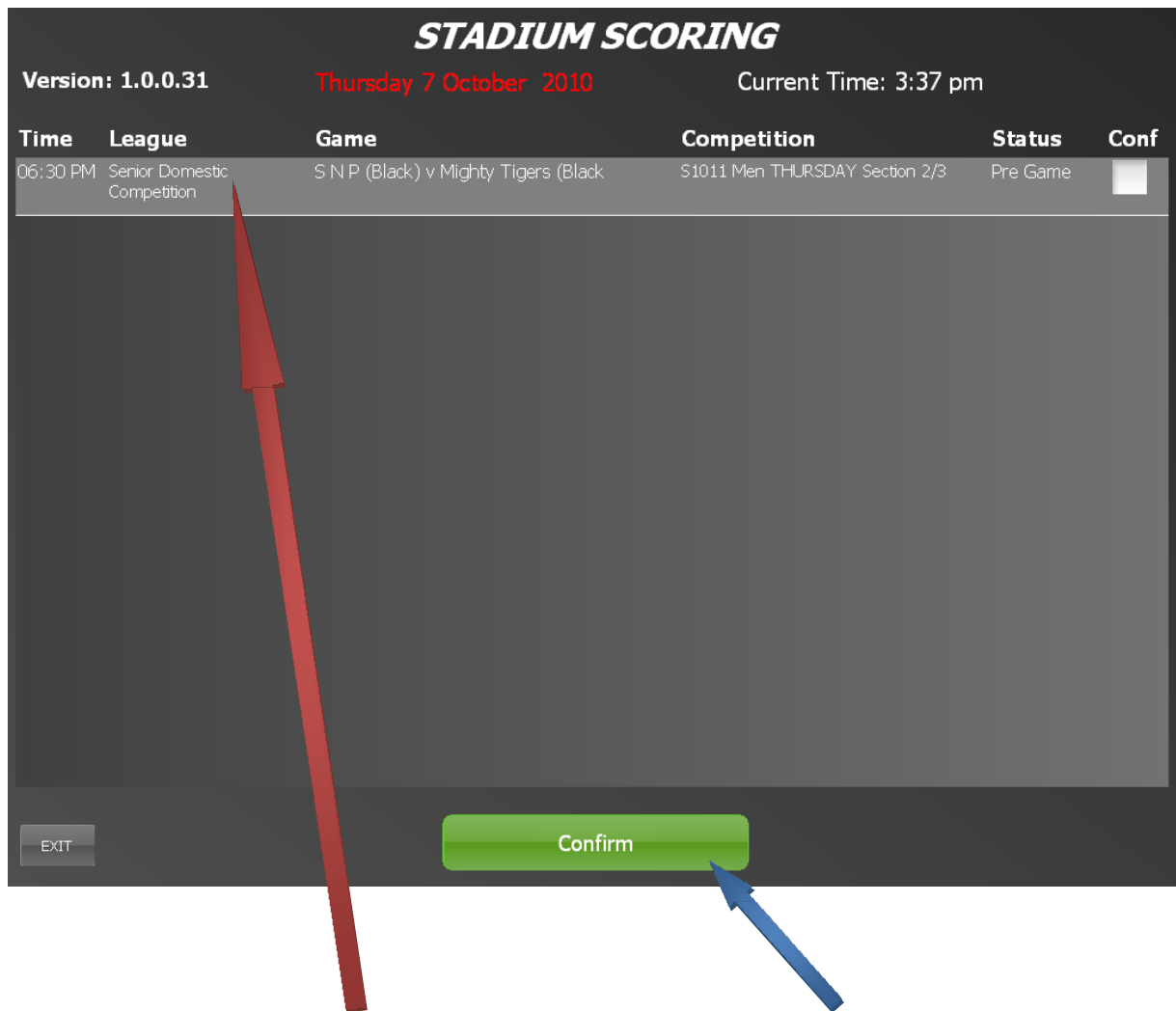
1 Login to Electronic Stadium Scoring



The Referee’s Supervisor will have unlocked the equipment prior to the games session commencing. The icon for “Stadium Scoring” will be double touched and the following screen appears with a list of games for the session.

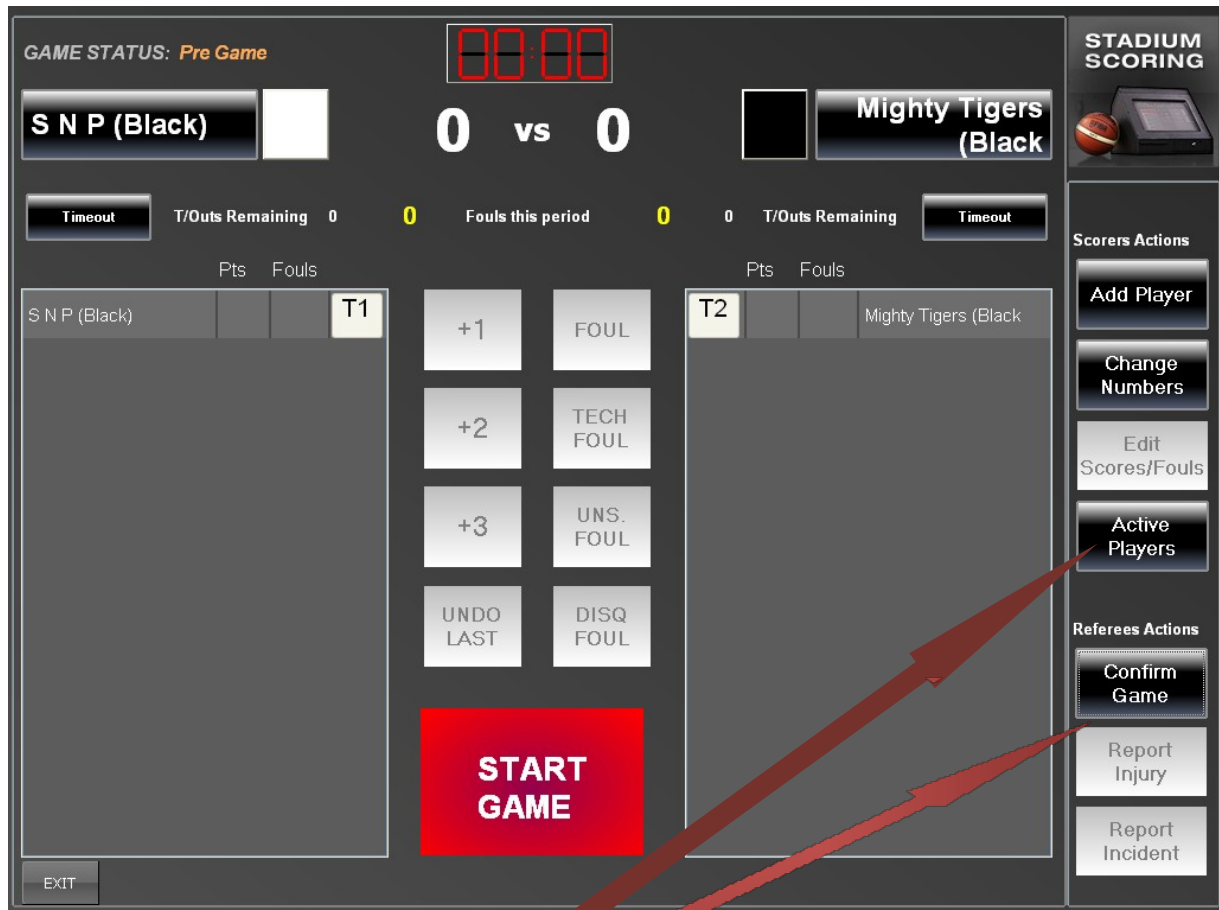
NOTE: The term “Touch” applies to the Touch Screen scoring units in use at Nunawading Basketball Centre and at Maroondah Indoor Sports. Where a laptop computer with mouse is in use, the expression “Touch” will translate to Left Mouse Click.

2 Select a Game



From the list of games displayed, highlight the game to be scored then touch the "Confirm" button.

3 Active Players



The scoring screen appears and the players who are playing in the game are now able to be added.

Touch the “Active Players” button to go to the registered players list.

4 Select Players

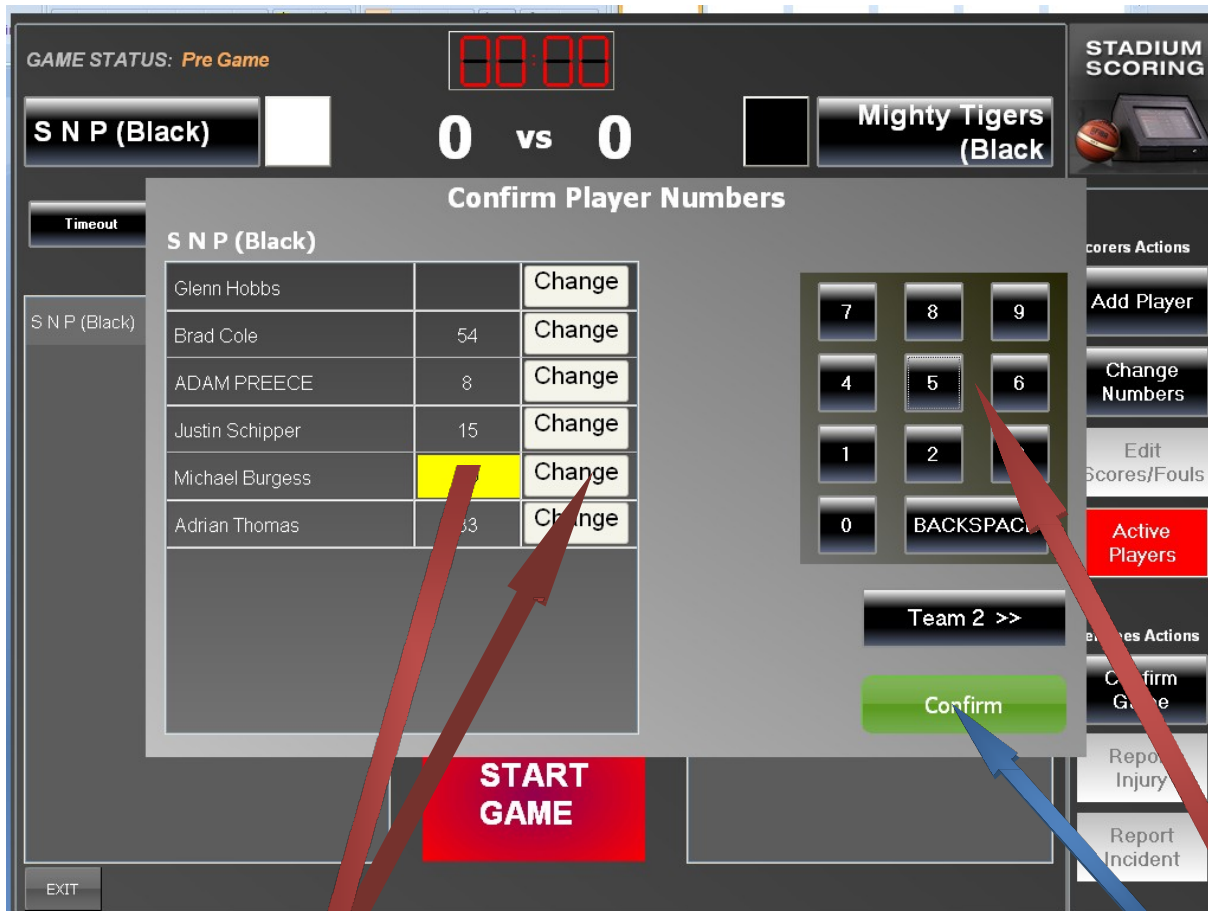


Touching the white square next to a player's name brings up a green tick and these are the players who will appear on the scoring screen. When completed, just touch the "Confirm" button to move to the next screen. At the next screen, you can edit and confirm player numbers for Team 1.

Should you need to add a new player, this can be done in a separate process that will be described later.

You can return to this screen to add or remove players later in the game.

5 Player Numbers



Touch the “Change” button beside the player you wish to edit the number. The player number box will change to yellow and you are able to enter the new number from the keypad on the right. When you have completed editing the numbers for the team, touch on the “Confirm” button and the screen for Team 2 will appear.

6 Player Numbers (continued)

The screenshot shows a game management interface with the following elements:

- GAME STATUS:** Pre Game
- Scoreboard:** S N P (Black) 0 vs 0 Mighty Tigers (Black)
- Timer:** 00:00
- STADIUM SCORING:** (Right side)
- Confirm Player Numbers:** (Center overlay)
 - Keypad:** Numbers 1-9, BACKSPACE, and a team selection button (<< Team 1).
 - Player List:** A table for Mighty Tigers (Black) with columns for 'Change', 'Number', and 'Player Name'.

Change	Number	Player Name
Change	51	Ben Van Veenendaal
Change	09	Paul Sheridan
Change	13	Travis Gilby
Change	22	Kerry Thom
Change	6	Peter LEE
Change	50	Marcus KUNATH
 - Buttons:** Confirm (green), START GAME (red), and EXIT (bottom left).
- Actions:** (Right side)
 - Scorers Actions: Add Player, Change Numbers, Edit Scores/Fouls, Active Players (red)
 - Referees Actions: Confirm Game, Report Injury, Report Incident

Touch the “Change” button beside the player you wish to edit the number. The player number box will change to yellow and you are able to enter the new number from the keypad on the right. When you have completed editing the numbers for the team, touch on the “Confirm” button and you will return to the scoring screen.

7 Add a Player

The screenshot displays a pre-game interface for a match between S N P (Black) and Mighty Tigers (Black). The game status is "Pre Game" and the score is 0 vs 0. The interface includes a scoreboard, player lists, and various action buttons. A red arrow points to the "Add Player" button in the "Scorers Actions" panel.

GAME STATUS: Pre Game

00:00

S N P (Black) 0 vs 0 Mighty Tigers (Black)

Timeout T/Outs Remaining **0** **0** Fouls this period **0** **0** T/Outs Remaining **Timeout**

	Pts	Fouls
Glenn Hobbs		
ADAM PREECE		8
Justin Schipper		15
Michael Burgess		25
Adrian Thomas		33
Brad Cole		54
S N P (Black)		T1

+1 **FOUL**

+2 **TECH FOUL**

+3 **UNS. FOUL**

UNDO LAST **DISQ FOUL**

START GAME

	Pts	Fouls
6		Peter E
09		Paul Meridan
13		Tom Gilby
22		Harry Thom
50		Marcus KUMPH
51		Ben Van denendaal
T2		Mighty Tigers (Black)

STADIUM SCORING

Scorers Actions

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

Referees Actions

- Confirm Game**
- Report Injury**
- Report Incident**

EXIT

If you need to add a new player, the touch the “Add Player” button. A screen will appear to allow you to enter the new player’s details.

7 Enter Player Detail

The screenshot shows a mobile application interface for adding a new player. At the top, the title is "ADD A NEW PLAYER". Below it, the text "THIS IS A NEW PLAYER FOR" is followed by two selection boxes: "S N P (Black)" and "Mighty Tigers (Black)". A keyboard is overlaid on the screen, with the "FIRST NAME" field highlighted in yellow. Below the keyboard are input fields for "SUBURB:", "STREET:", "PLAYER NUMBER:", and "GENDER: M F". At the bottom, there are "Cancel" and "Confirm" buttons. Red arrows point from the keyboard to the "FIRST NAME" field, and a blue arrow points to the "Confirm" button.

Touch the white box next to the team name that the new player will be playing for.

Enter the new player's details into the boxes under the keyboard using the keyboard. The current box is coloured in yellow. Move from box to box by touching the box or the TAB key. All boxes must be completed before the confirm will be allowed. The player number is included in this required information.

Touch the "Confirm" button to move back to the scoring screen.

9 Start the Game - REFEREE

GAME STATUS: Pre Game

00:00

S N P (Black) 0 vs 0 **Mighty Tigers (Black)**

Timeout T/Outs Remaining 0 0 Fouls this period 0 0 T/Outs Remaining Timeout

S N P (Black)					Mighty Tigers (Black)		
	Pts	Fouls			Pts	Fouls	
Glenn Hobbs			+1	FOUL	6		Peter LEE
ADAM PREECE		8	+2	TECH FOUL	09		Paul Sheridan
Justin Schipper		15	+3	UNS. FOUL	13		Travis Gilby
Michael Burgess		25	UNDO LAST	DISQ FOUL	22		Kerry Thom
Adrian Thomas		33			50		Marcus KUNATH
Brad Cole		54			51		Ben Van Veenendaal
S N P (Black)		T1			T2		Mighty Tigers (Black)

START GAME

EXIT

STADIUM SCORING

Scorers Actions

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

Referees Actions

- Confirm Game
- Report Injury
- Report Incident

The referee will now confirm the start of the game and will perform this using his code.

The time on the Timer at the top of the screen will show the game time (20min or 18min) and the clock will start to run.

10 Scoring

The screenshot shows a basketball game scoring interface. At the top, it displays 'GAME STATUS: First Half' and a digital clock at 18:47. The score is 6 vs 0. The interface includes player lists for both teams, a central control panel with buttons for +1, +2, +3, FOUL, TECH FOUL, UNS. FOUL, DISQ. FOUL, and UNDO LAST, and a 'Stop Clock' button. A red box highlights the 'Stop Clock' button. Arrows point from the text below to the player names and score buttons.

Player Name	Pts	Fouls
Glenn Hobbs		
ADAM PREECE	3	8
Justin Schipper	1	15
Michael Burgess		25
Adrian Thomas		1 33
Brian Cole	2	54
S N P (Black)		T1

Player Name	Pts	Fouls
Peter LEE	6	
Paul Sheridan	09	
Travis Gilby	13	
Kerry Thom	22	
Marcus KUNATH	50	
Ben Van Veenendaal	51	
Mighty Tigers (Black)	T2	

Points are recorded by touching the players name (it's then highlighted in red) and touching the appropriate score. Ie +1 (foreach free throw made), +2 for a field goal and +3 for a 3pt field goal. The progressive score then appears beside the player name and the progressive team score is added to the display at the top of the screen.

When a foul is given, the player name is highlighted and the appropriate foul button is touched. The progressive number of fouls are shown against each player and the progressive team fouls are displayed at the top of the screen. Bench Technical fouls are recorded by highlighting the Team Name line at the bottom of the player list.(instead of a player name). Any points for an unknown player can also be recorded on this Team line.

11 Corrections during a Game

The screenshot displays a game management interface for a match between S N P (Black) and Mighty Tigers (Black). The score is 6 vs 0, and the game is in the First Half with 18:47 remaining. The interface includes a central control panel with buttons for adding fouls (+1, +2, +3), technical fouls (TECH FOUL), unsportsmanlike fouls (UNS. FOUL), and disqualifications (DISQ FOUL). There are also buttons for undoing the last action (UNDO LAST) and stopping the clock (Stop Clock). Player statistics are shown in two columns, with Michael Burgess highlighted in red. The right side of the screen features a 'STADIUM SCORING' section and a 'Scorers Actions' menu with buttons for adding players, changing numbers, editing scores/fouls, and active players. A 'Referees Actions' menu includes buttons for confirming the game, reporting injuries, and reporting incidents.

Player	Pts	Fouls	Score
Glenn Hobbs			
ADAM PREECE	3		8
Justin Schipper	1		15
Michael Burgess			25
Adrian Thomas		1	33
Brad Cole	2		54
S N P (Black)			T1

Player	Pts	Fouls	Score
Peter LEE	6		
Paul Sheridan	09		
Travis Gilby	13		
Kerry Thom	22		
Marcus KUN	50		
Ben Van V	51		
Mighty Tigers (Blar	T2		

If you discover an error immediately, then you can touch the “Undo Last” button to have the last action cancelled. (Note: This only works on the last action and only allows one undo).

For earlier errors, highlight the player name and touch the “Edit Scores/Fouls” button. The following screen will allow the edit process.

12 Corrections during a Game (continued)

The screenshot displays a game management interface for Rowan Williams. It features a table with columns for 'Per', 'Time', 'Action', and 'Pts'. The table contains two rows: '1st Half 17:55 2pt 2' and '1st Half 17:55 foul 0'. To the right of the table are buttons for adjusting scores (+1, +2, +3) and fouls (+1, +T). Below these are buttons for 'Delete Action' and 'Re-Assign Action'. An 'EXIT' button is located at the bottom right. Red arrows point to the 'foul' row in the table, the '+1' score button, the '+T' foul button, and the 'Re-Assign Action' button.

Per	Time	Action	Pts	Per	Time	Action	Pts
1st Half	17:55	2pt	2				
1st Half	17:55	foul	0				

Score: 2

Fouls: 1 Tech Fouls: 0

Delete Action

Re-Assign Action

EXIT

Highlight the action to be edited. Use the scores and fouls buttons to make adjustment to this record.

The action can also be deleted or re-assigned to another player.

14 Incident Report (continued)



Details of players or coach can be recorded by touching the white box beside the player name (or coach) then touching confirm.

16 Injury Report (continued)

GAME STATUS: Game Over **STADIUM SCORING**

Report Injury

Choose Player to report

S N P (Black)		Mighty Tigers (Black)	
	Rowan Williams		Tony Arthur
	Luke Sanchez		STEVE ROSS
	Glenn Hobbs	09	Paul Sheridan
	Marcel Bernado	13	Travis Gilby
8	ADAM PREECE	33	Peter LEE

Game Status:
Game Over

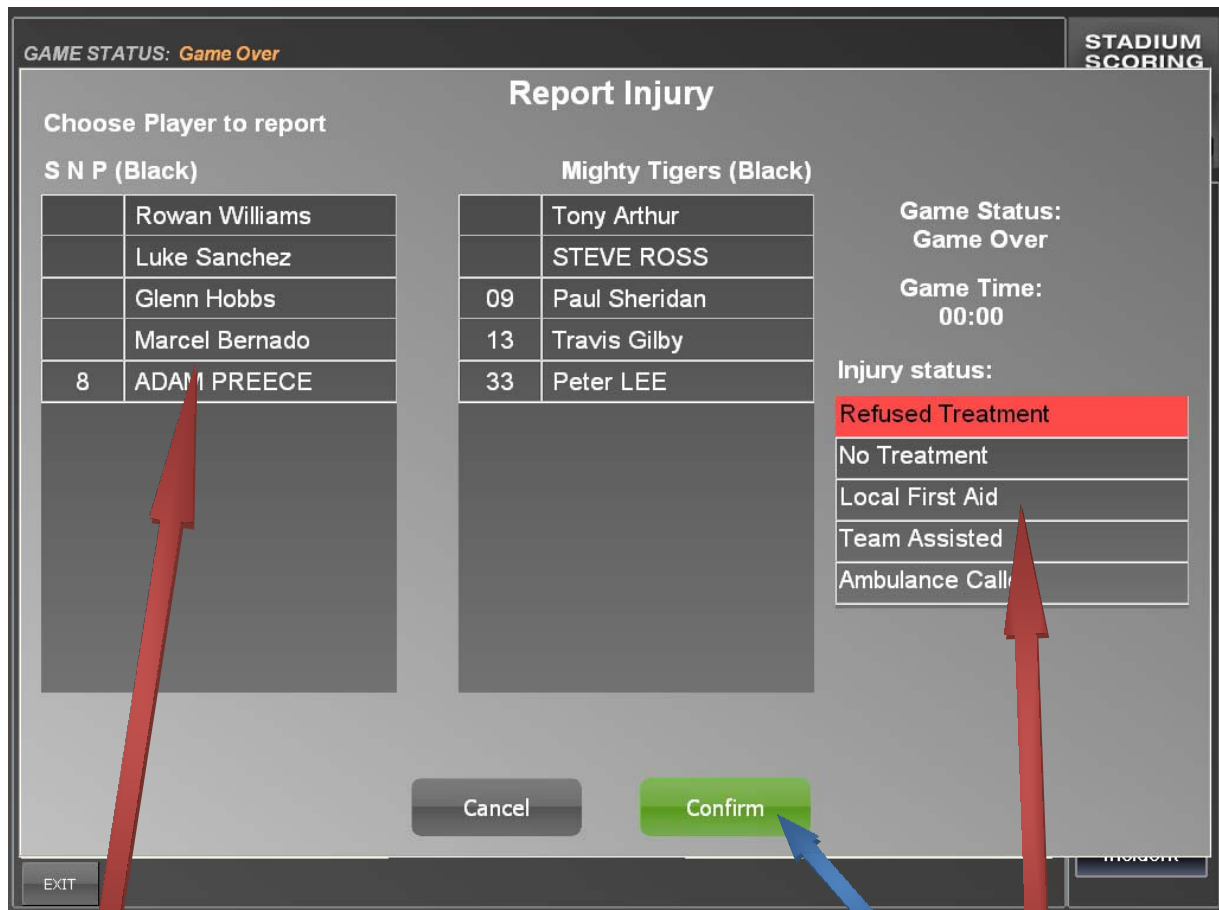
Game Time:
00:00

Injury status:

Refused Treatment
No Treatment
Local First Aid
Team Assisted
Ambulance Call

Cancel Confirm

EXIT Injury Report

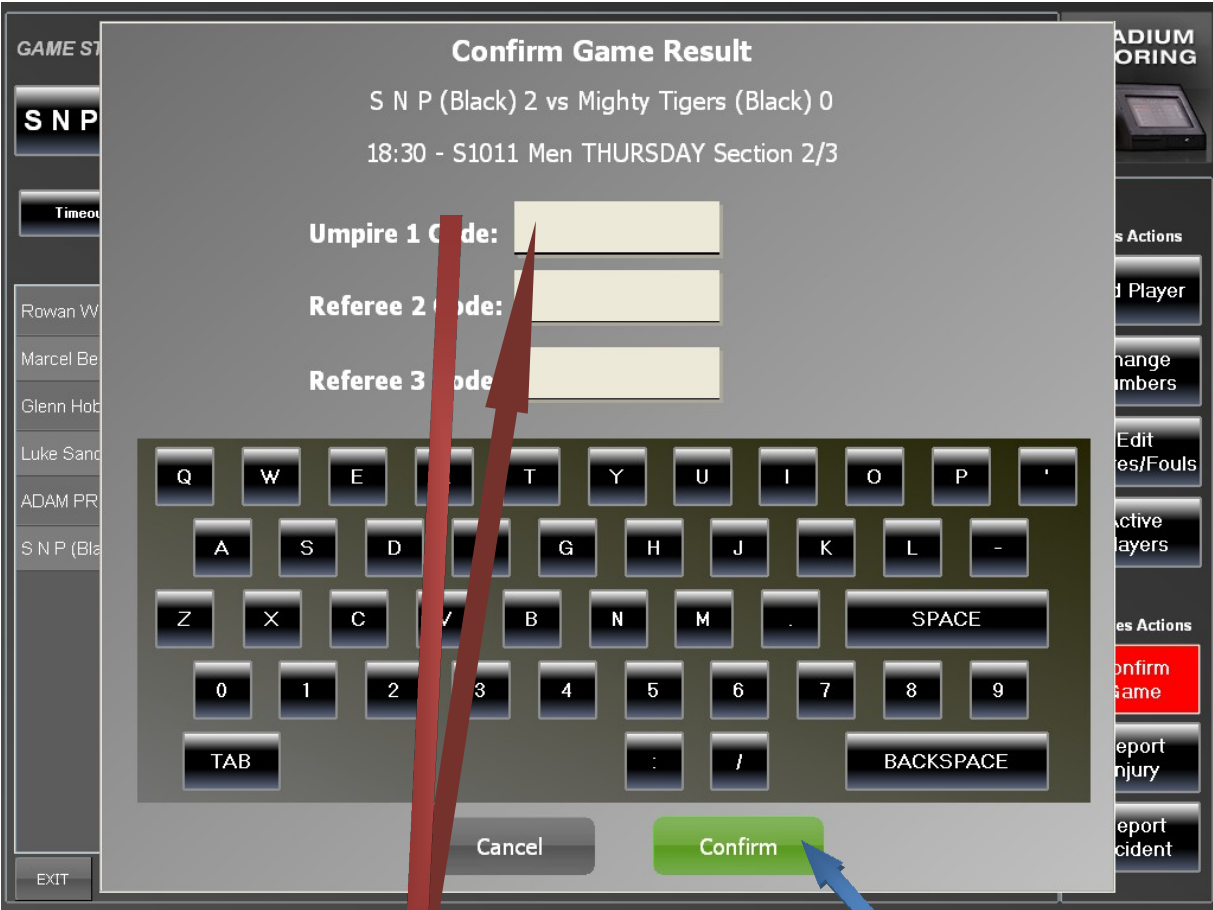


Select the player's name.

Select the Injury status/action.

Touch the "Confirm" button.

18 Confirm the Game – REFEREE (continued)



The referee will enter their code to confirm the game result and touch the “Confirm” button.