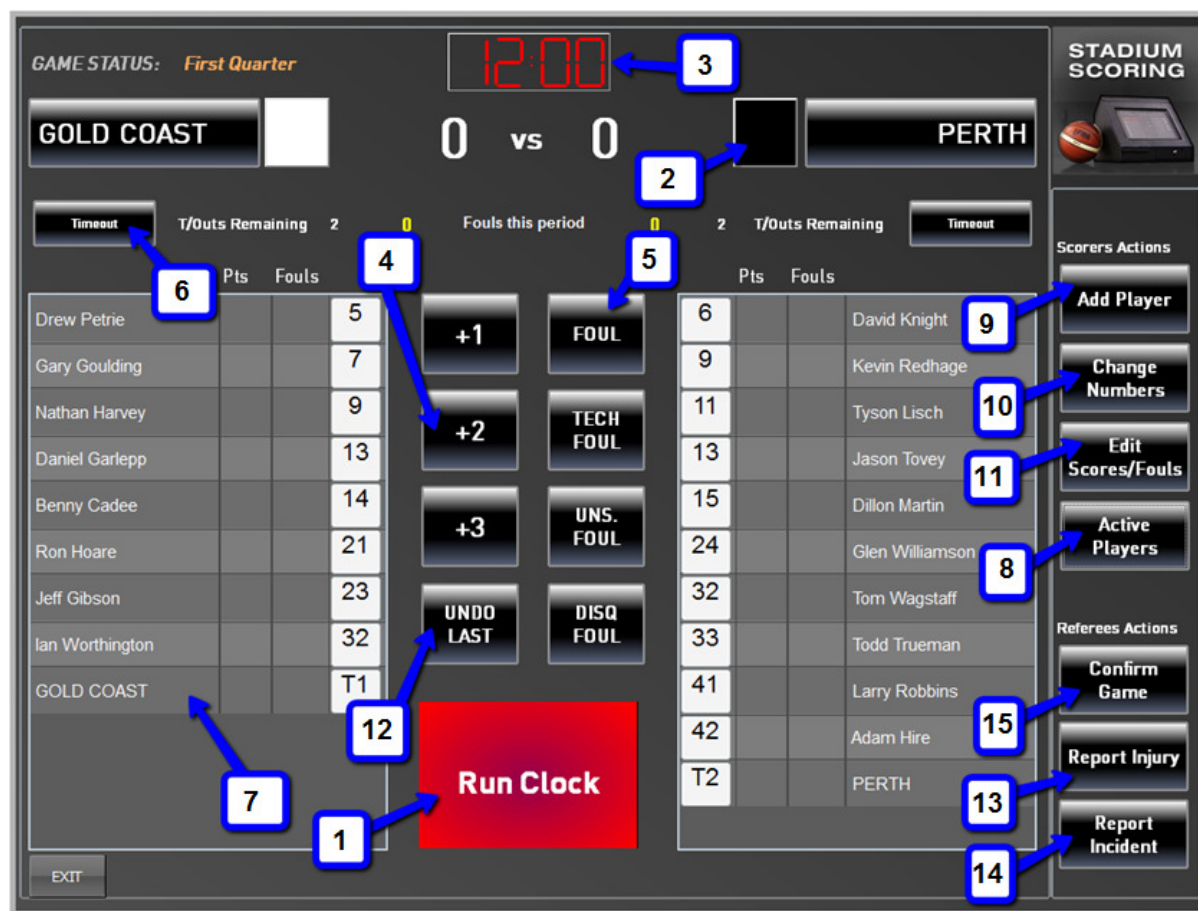


Stadium Scoring Actions Guide



1. **Start Game/ Run Clock:** Used to mark the start of game as well as to start and stop the clock
2. **Change Team Colour:** Change team uniform colour
3. **Edit Game Clock:** If the clock is stopped time can be edited by double clicking
4. **+1, +2, +3:** Used for free throw makes, 2pts, 3pts
5. **Foul:** Allocating fouls; Technical fouls appear in brackets next to total fouls
6. **Timeout:** Keeps track of remaining timeouts. When clicked a timeout deducted from the total
7. **Team Stats Allocation:** Used for allocating bench technical fouls and points left unallocated
8. **Active Players:** Used to select team members playing in the current game
9. **Add Players:** Add a player not yet allocated to the team
10. **Change Numbers:** If a player is wearing a different number to normal it can be changed here
11. **Edit Scores/Fouls:** Used when actions are incorrect allocated if more than one action ago
12. **Undo Last:** Undoes the LAST action. (If more than one action back use **edit scores/fouls**)
13. **Report Injury:** (REFEREE ONLY) For reporting injured players and assistance given
14. **Report Incident:** (REFEREE ONLY) For reporting players for tribunal offences
15. **Confirm Game:** (REFEREE ONLY) To confirm the final score is correct

PRE GAME PROCESS

Confirm Registered Players

GOLD COAST				PERTH			
#		P	F	#		P	F
<input checked="" type="checkbox"/>	Daniel Garlepp	0	0	<input checked="" type="checkbox"/>	David Knight	0	0
<input checked="" type="checkbox"/>	Gary Goulding	0	0	<input checked="" type="checkbox"/>	Jason Tovey	0	0
<input checked="" type="checkbox"/>	Ian Worthington	0	0	<input type="checkbox"/>	Larry Robbins	0	0
<input type="checkbox"/>	Nathan Harvey	0	0	<input checked="" type="checkbox"/>	Kevin Redhage	0	0
<input checked="" type="checkbox"/>	Benny Cadee	0	0	<input type="checkbox"/>	Dillon Martin	0	0
<input checked="" type="checkbox"/>	Jeff Gibson	0	0	<input checked="" type="checkbox"/>	Glen Williamson	0	0
<input checked="" type="checkbox"/>	Ron Hoare	0	0	<input checked="" type="checkbox"/>	Tom Wagstaff	0	0
<input checked="" type="checkbox"/>	Drew Petrie	0	0	<input checked="" type="checkbox"/>	Todd Trueman	0	0
				<input checked="" type="checkbox"/>	Tyson Lisch	0	0
				<input type="checkbox"/>	Adam Hire	0	0

Add new Players

Confirm

- Once **Start Game** has been clicked you must select the team members playing in the current game on this screen
- Tick the box next to the member's names that are playing and click **Confirm**
- If you need to add a new player to the team list you can do so by clicking the **Add new Players** button

ADD A NEW PLAYER

THIS IS A NEW PLAYER FOR: ☒ GOLD COAST ☐ PERTH

Type details... use the TAB key to move between fields. All fields must be complete.
(To correct a field, simply touch the field and then type over)

Q	W	E	R	T	Y	U	I	O	P	.
A	S	D	F	G	H	J	K	L	-	
Z	X	C	V	B	N	M	.	SPACE		
1	2	3	4	5	6	7	8	9	0	
TAB	:	/							BACKSPACE	

FIRST NAME: JOHN SURNAME: HANDCOCK DOB: dd 23 mm 6 yyyy 1994

SUBURB: MOOROOLBARK POSTCODE: 3138 PLAYER NUMBER: 45 GENDER: M F

Cancel **Confirm**

- Once you have selected to add a new player you will be required to fill out the member's information.
- Add in the **First Name**, **Surname** and **Date of Birth** as well as their **Suburb** and **Postcode**
- Assign the **Player Number** and **Gender**
- Select the team that you wish to add them to and click **Confirm**

Confirm Player Numbers

GOLD COAST			
Gary Goulding	7	Change	Team(N)
Nathan Harvey	9	Change	Team(N)
Daniel Garlepp	13	Change	Team(N)
Benny Cadee	14	Change	Team(N)
Ron Hoare	21	Change	Team(N)
Ian Worthington	32	Change	Team(N)

Team 2 >>

Confirm

- After Confirming the Active Players you will be required to confirm the member playing numbers
- If you need to change an existing number click the **Change** button next to the appropriate player and then enter in the new number
- If this is a permanent number change click the **Team** button next to **Change**. The N will change to a Y
- Once the numbers are correct click **Confirm**