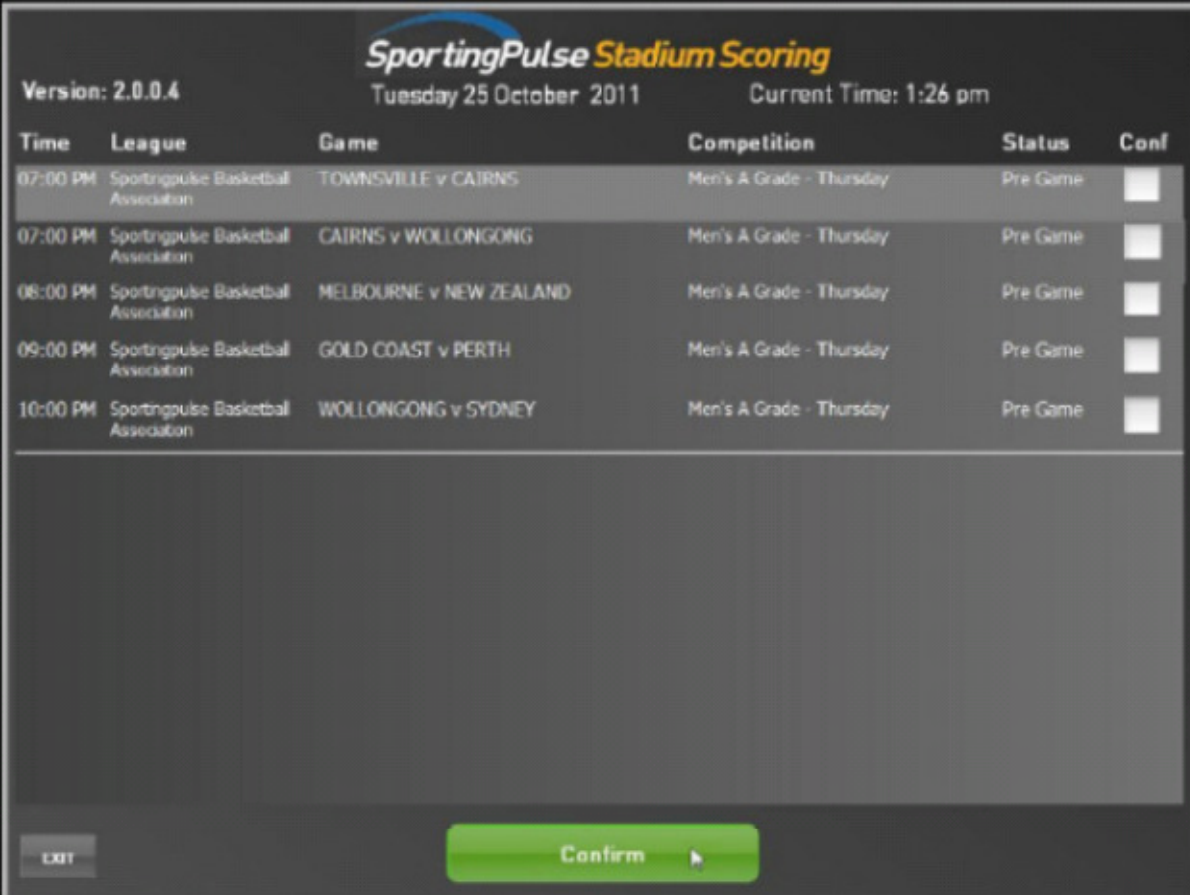# SportingPulse Stadium Scoring - User Manual

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. Where a laptop computer with mouse is in use, the expression "Touch" will translate to Left Mouse Click.

Select a Game

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

Start the Game - REFEREE

The referee will now confirm the start of the game and will perform this using their code. At this point the Referee can also forfeit either or both teams.
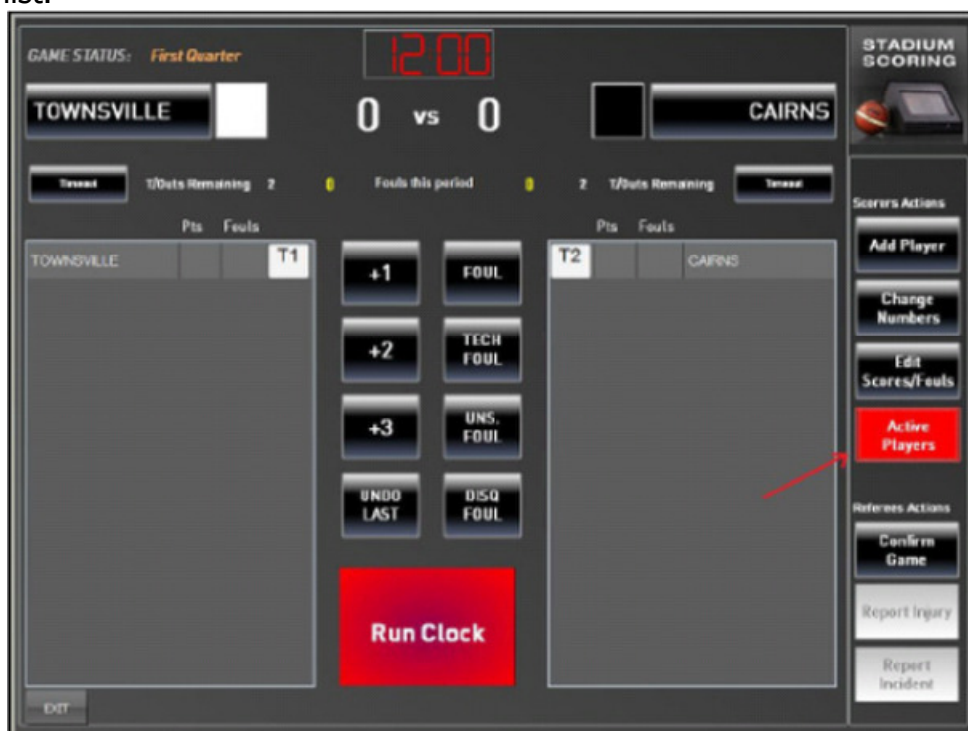
Select Active Players

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.

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.

Confirm Registered Players

TOWNSVILLE							CAIRNS		
	#		P	F		#		P	F
✓		Damian Cedar	0	0	✓		Jeremiah Hill	0	0
		Mark Hinder	0	0	✓		Peter Rychart	0	0
✓		Wade Blanchfield	0	0	✓		Chris Williams	0	0
✓		Kerry Cedar	0	0			Rhys Crosswhite	0	0
✓		Mitchell Crawford	0	0	✓		Stephen Grabau	0	0
✓		Anthony Allen	0	0	✓		Dusty Loughton	0	0
✓		Corey Schenscher	0	0	✓		James Dowdell	0	0

Cancel   Confirm

When completed, just touch the **Confirm** button to move to the next screen.
At the next screen, you can edit and confirm player's 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.

Player Numbers

Touch the Change button beside the player you wish to edit the number for. 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.
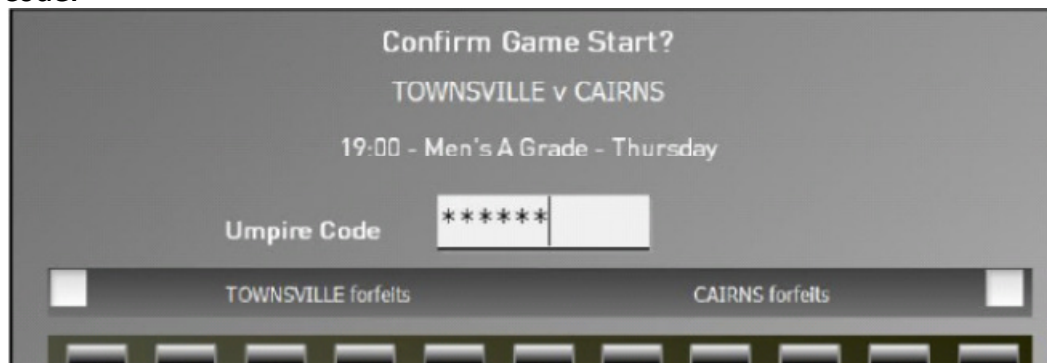

Touch the Change button beside the player you wish to edit the number. The player number box will change to yellow and you are able to enter the new number from the keypad on the right. If you are assigning a new number that will be a permanent change click the Team button and it will appear with a (Y) to signify the change. When you have completed editing the numbers for the team, touch on the **Confirm** button and you will return to the scoring screen.

Start the Game - REFEREE

The referee will now confirm the start of the game and will perform this using their code.
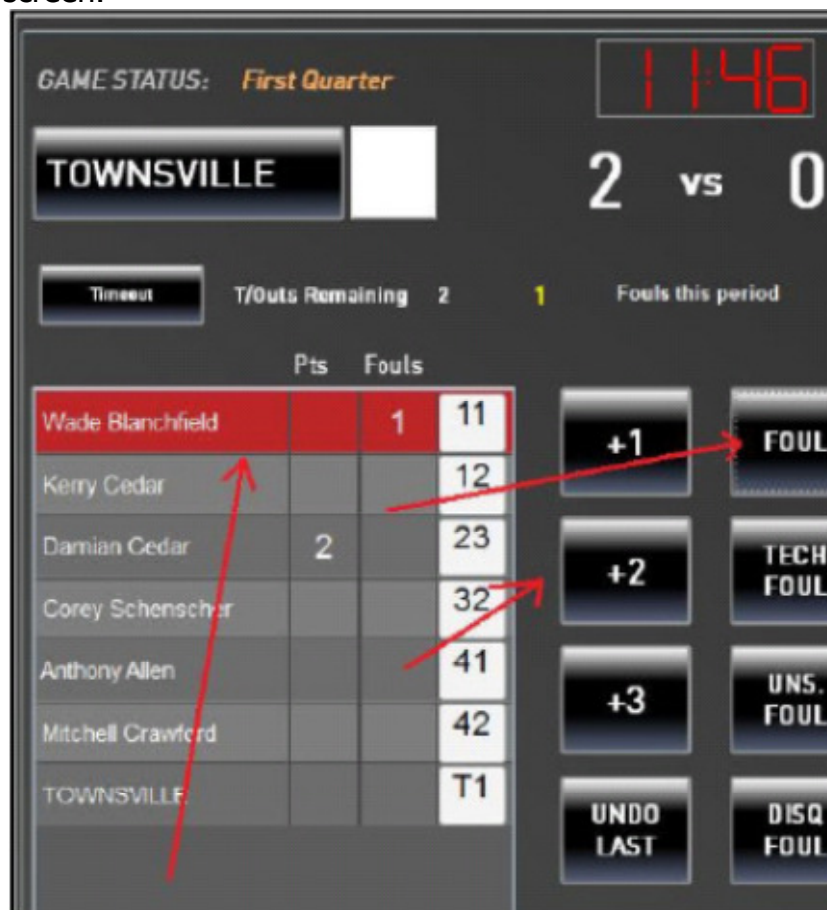
Once you select start game the time on the Timer at the top of the screen will show the game time and the clock will start to run.

Scoring

Points are recorded by touching the player's name (it's then highlighted in red) and touching the appropriate score. ie +1 (for each free throw made), +2 for a field goal and +3 for a 3pt field goal. The touch sequence can also be in reverse (ie select the action first, then the player). 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 numbers 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.
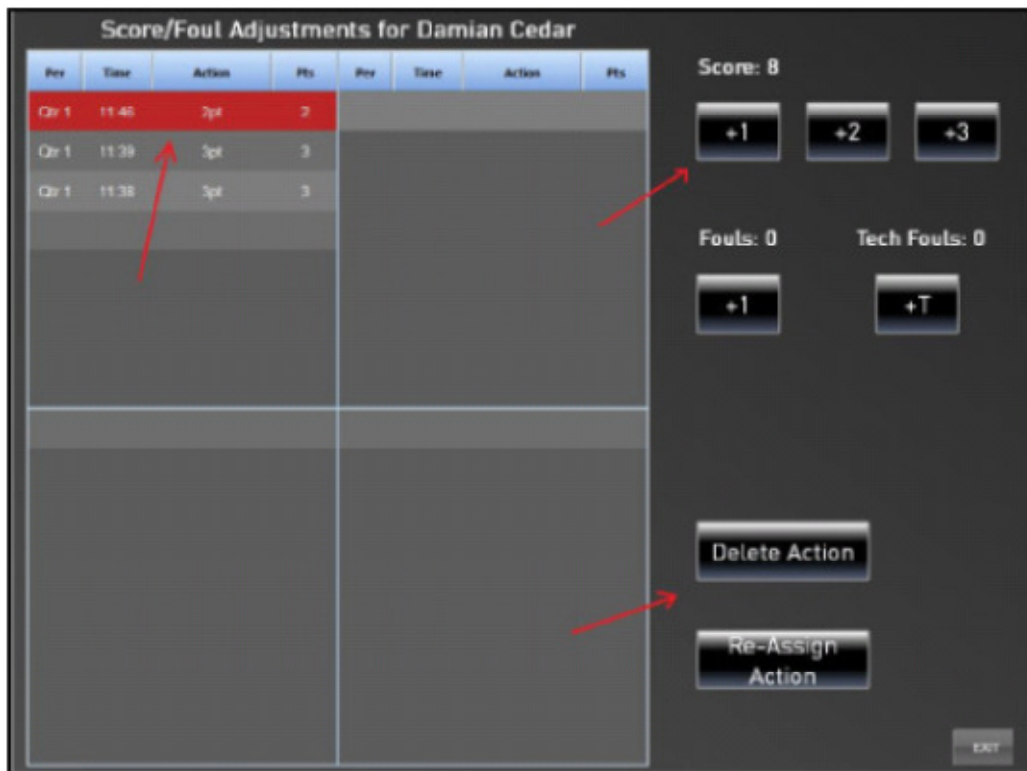
Corrections during a Game

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.

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.

Confirm the Game - REFEREE
When the game is over, the referee will confirm the game results by touching the **Confirm** Game button.
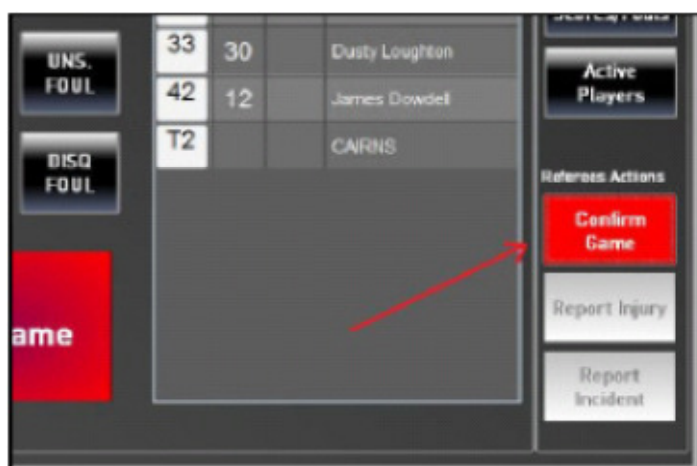
The referee will enter their code to confirm the game result and touch the **Confirm** button.