

# SportingPulse Stadium Scoring - User Manual

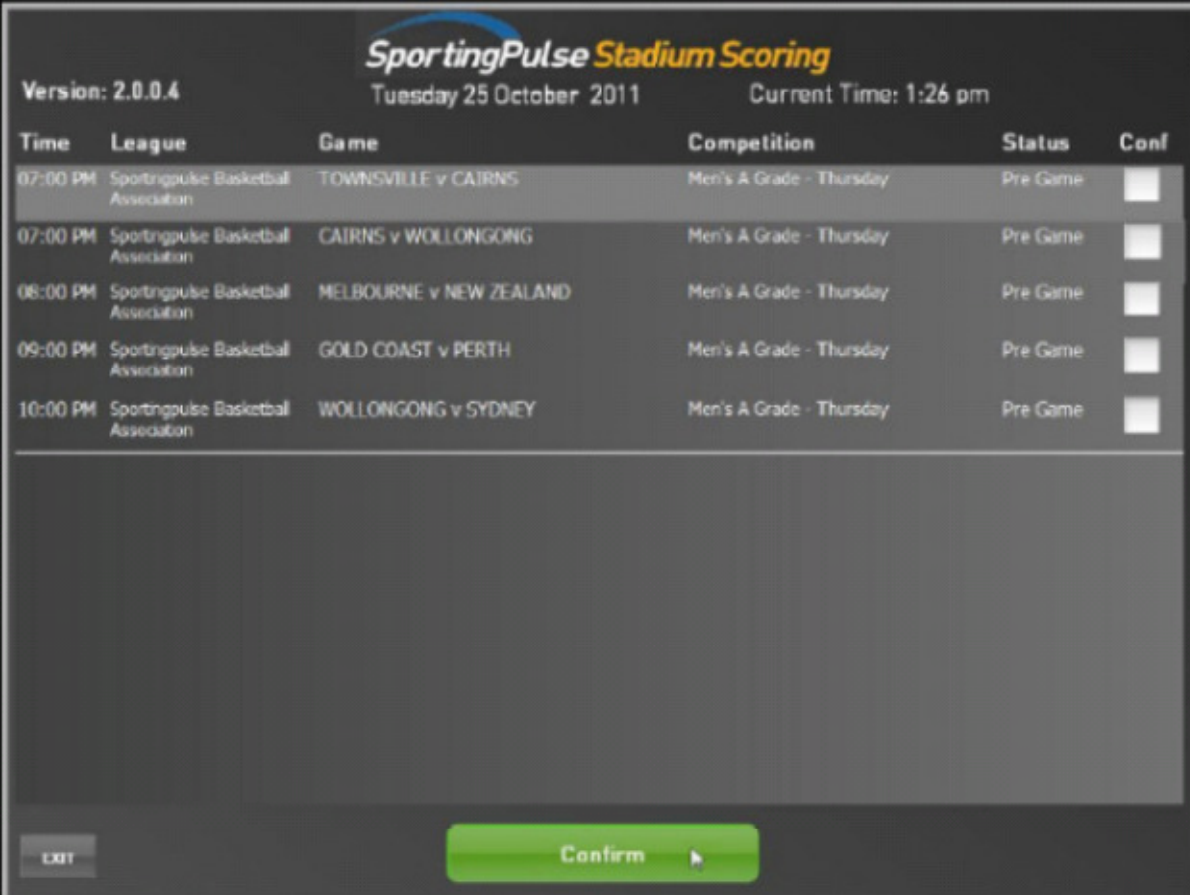
## Login to Electronic Stadium Scoring

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.



The screenshot displays the SportingPulse Stadium Scoring interface. At the top, the title "SportingPulse Stadium Scoring" is shown in a stylized font. Below the title, the version "Version: 2.0.0.4" is on the left, the date "Tuesday 25 October 2011" is in the center, and the time "Current Time: 1:26 pm" is on the right. A table lists five games with columns for Time, League, Game, Competition, Status, and Conf. The "Conf" column contains checkboxes. At the bottom, there is a "Confirm" button with a mouse cursor icon and a "Exit" button.

Time	League	Game	Competition	Status	Conf
07:00 PM	Sportingpulse Basketball Association	TOWNSVILLE v CAIRNS	Men's A Grade - Thursday	Pre Game	<input type="checkbox"/>
07:00 PM	Sportingpulse Basketball Association	CAIRNS v WOLLONGONG	Men's A Grade - Thursday	Pre Game	<input type="checkbox"/>
08:00 PM	Sportingpulse Basketball Association	MELBOURNE v NEW ZEALAND	Men's A Grade - Thursday	Pre Game	<input type="checkbox"/>
09:00 PM	Sportingpulse Basketball Association	GOLD COAST v PERTH	Men's A Grade - Thursday	Pre Game	<input type="checkbox"/>
10:00 PM	Sportingpulse Basketball Association	WOLLONGONG v SYDNEY	Men's A Grade - Thursday	Pre Game	<input type="checkbox"/>

EXIT Confirm

## 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.



Confirm Game Start?

TOWNSVILLE v CAIRNS

19:00 - Men's A Grade - Thursday

Umpire Code \*\*\*\*\*

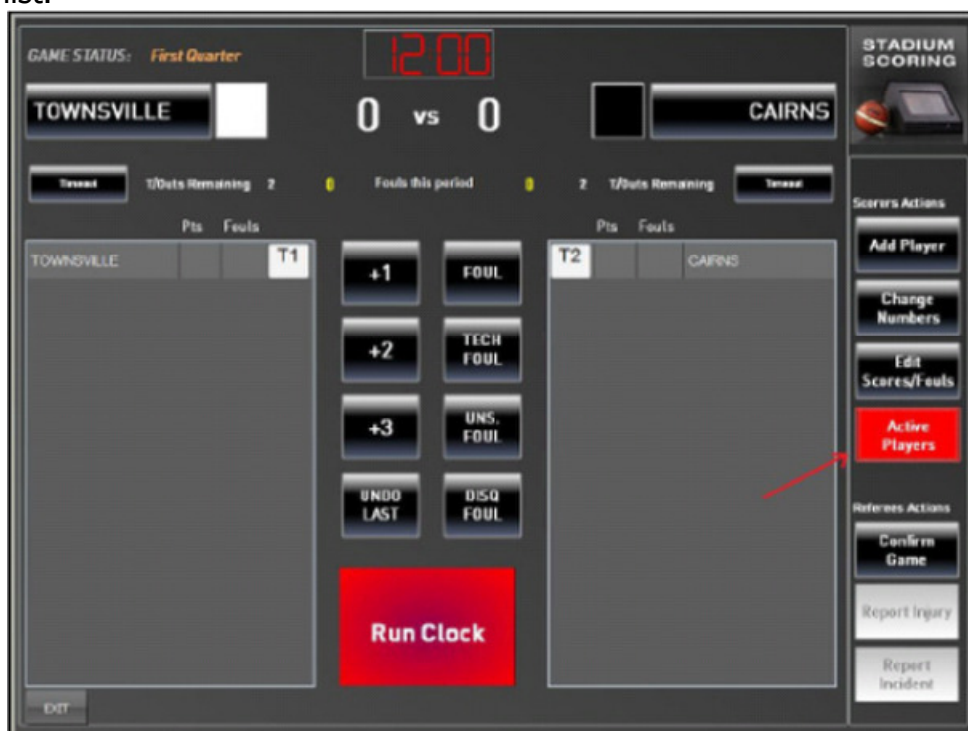
TOWNSVILLE forfeits CAIRNS forfeits

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

Cancel Confirm

## 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.



GAME STATUS: First Quarter

12:00

TOWNSVILLE 0 vs 0 CAIRNS

Timeout T/Outs Remaining 2 Fouls this period 2 T/Outs Remaining Timeout

Pts Fouls T1 TOWNSVILLE

+1 FOUL  
+2 TECH FOUL  
+3 UNS. FOUL  
UNDO LAST DISQ FOUL

Run Clock

Pts Fouls T2 CAIRNS

STADIUM SCORING

Scorers Actions

Add Player  
Change Numbers  
Edit Scores/Fouls  
Active Players

Referees Actions

Confirm Game  
Report Injury  
Report Incident

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
<input checked="" type="checkbox"/>		Damian Cedar	0 0	<input checked="" type="checkbox"/>		Jeremiah Hill	0 0
<input type="checkbox"/>		Mark Hinder	0 0	<input checked="" type="checkbox"/>		Peter Rychart	0 0
<input checked="" type="checkbox"/>		Wade Blanchfield	0 0	<input checked="" type="checkbox"/>		Chris Williams	0 0
<input checked="" type="checkbox"/>		Kerry Cedar	0 0	<input type="checkbox"/>		Rhys Crosswhite	0 0
<input checked="" type="checkbox"/>		Mitchell Crawford	0 0	<input checked="" type="checkbox"/>		Stephen Grabau	0 0
<input checked="" type="checkbox"/>		Anthony Allen	0 0	<input checked="" type="checkbox"/>		Dusty Loughton	0 0
<input checked="" type="checkbox"/>		Corey Schenscher	0 0	<input checked="" type="checkbox"/>		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.

**Confirm Player Numbers**

**TOWNSVILLE**

Wade Blanchfield	11	Change	Team(N)
Kerry Cedar	12	Change	Team(N)
Damian Cedar	23	Change	Team(N)
Corey Schenscher	32	Change	Team(N)
Anthony Allen	41	Change	Team(N)
Mitchell Crawford	42	Change	Team(N)

Keypad: 7, 8, 9, 4, 5, 6, 1, 2, 3, 0, BACKSPACE

Team 2 >>

Confirm

When you have completed editing the numbers for the team, touch on the **Confirm** button and the screen for Team 2 will appear.

**Confirm Player Numbers**

**CAIRNS**

Change	6	Jeremiah Hill	Team(Y)
Change	8	Peter Rychart	Team(N)
Change	12	Chris Williams	Team(N)
Change	15	Stephen Grabau	Team(N)
Change	33	Dusty Loughton	Team(N)
Change	42	James Dowdell	Team(N)

Keypad: 7, 8, 9, 4, 5, 6, 1, 2, 3, 0, BACKSPACE

<< Team 1

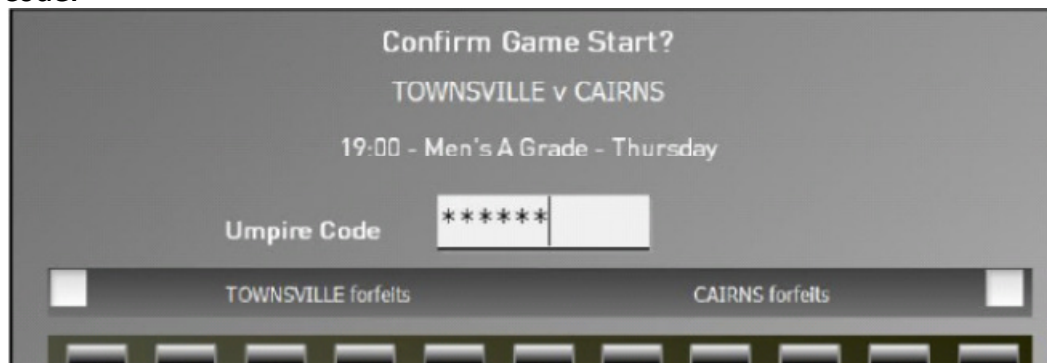
Confirm

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 left. 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.



Confirm Game Start?

TOWNSVILLE v CAIRNS

19:00 - Men's A Grade - Thursday

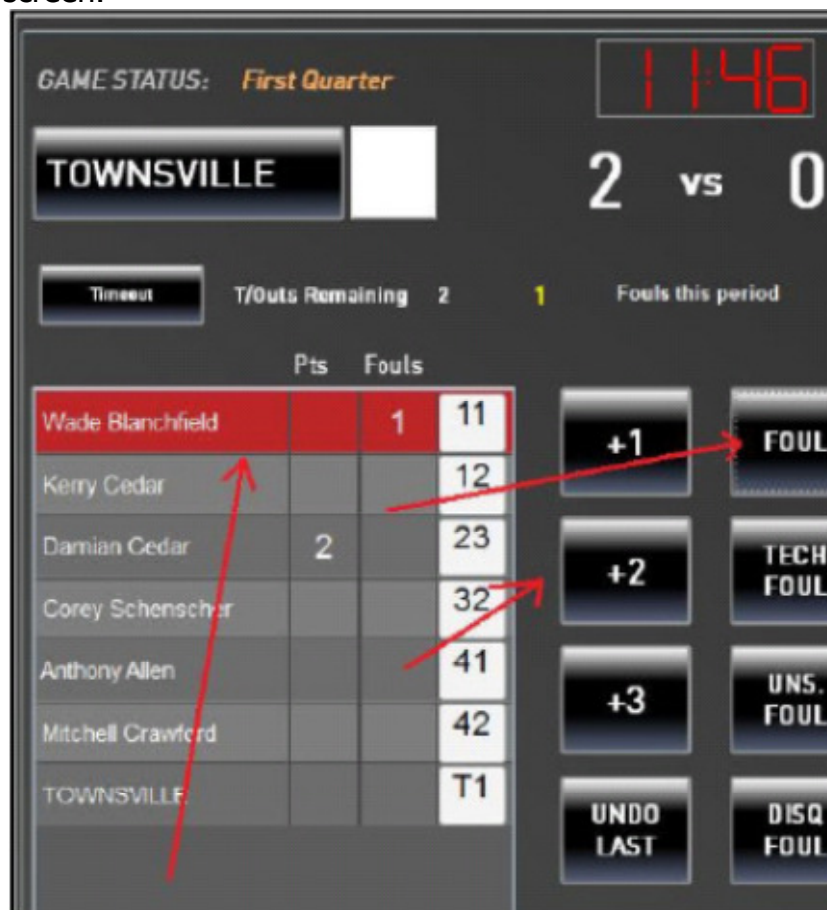
Umpire Code \*\*\*\*\*

TOWNSVILLE forfeits CAIRNS forfeits

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.



GAME STATUS: *First Quarter*

11:46

TOWNSVILLE 2 vs 0

Timeout T/Outs Remaining 2 1 Fouls this period

	Pts	Fouls
Wade Blanchfield	1	11
Kerry Cedar		12
Damian Cedar	2	23
Corey Schenschel		32
Anthony Allen		41
Mitchell Crawford		42
TOWNSVILLE		T1

+1 FOUL

+2 TECH FOUL

+3 UNS. FOUL

UNDO LAST DISQ FOUL

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

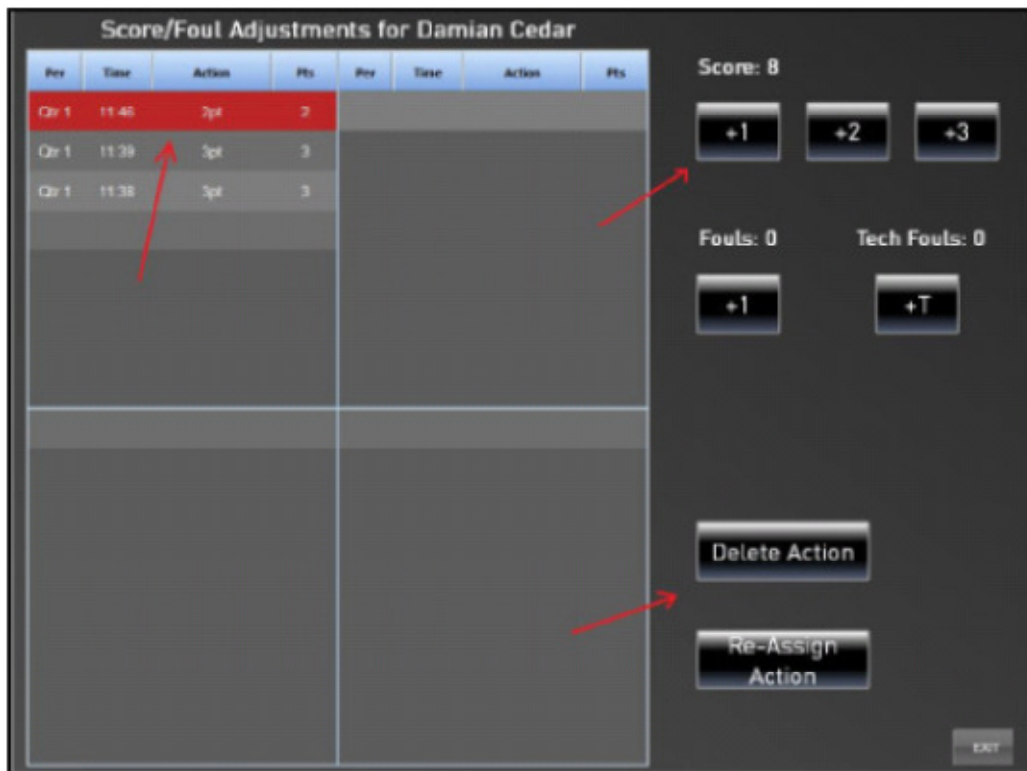
If you discover an error immediately, then you can touch the Undo Last button to have the last action cancelled. (Note: This only works on the last action and only allows one undo).

The screenshot displays a basketball game management interface. At the top, it shows 'GAME STATUS: First Quarter' and a digital clock at '11:46'. The score is 'TOWNSVILLE 2 vs 0 CAIRNS'. Below the score, there are buttons for 'Timeout', 'T/Outs Remaining: 2', 'Fouls this period: 0', and another 'Timeout' button. The interface is divided into two main columns for player stats, one for Townsville and one for Cairns. Each column has a table with 'Pts' and 'Fouls' columns. In the Townsville column, 'Damian Cedar' has 2 points and 23 fouls. In the Cairns column, 'Stephen Grabau' has 15 points and 33 fouls. Between the player lists are buttons for '+1 FOUL', '+2 TECH FOUL', '+3 UNS. FOUL', 'UNDO LAST', and 'DISQ FOUL'. A red arrow points to the 'UNDO LAST' button. At the bottom center is a large red button labeled 'Run Clock'. On the right side, there is a 'STADIUM SCORING' section with a 'Scores Actions' menu containing 'Add Player', 'Change Numbers', 'Edit Scores/Fouls', and 'Active Players'. A red arrow points to the 'Edit Scores/Fouls' button. Below this is a 'Referee Actions' menu with 'Confirm Game', 'Report Injury', and 'Report Incident'.

Pts	Fouls
	11
	12
2	23
	32
	41
	42
	T1

Pts	Fouls
6	
8	
12	
15	
33	
42	
	T2

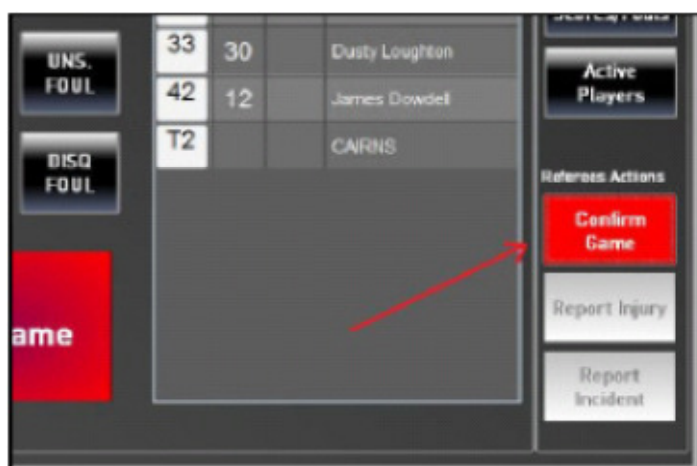
For earlier errors, highlight the player name and touch the Edit Scores/Fouls button. The following screen will allow the edit process.



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.