

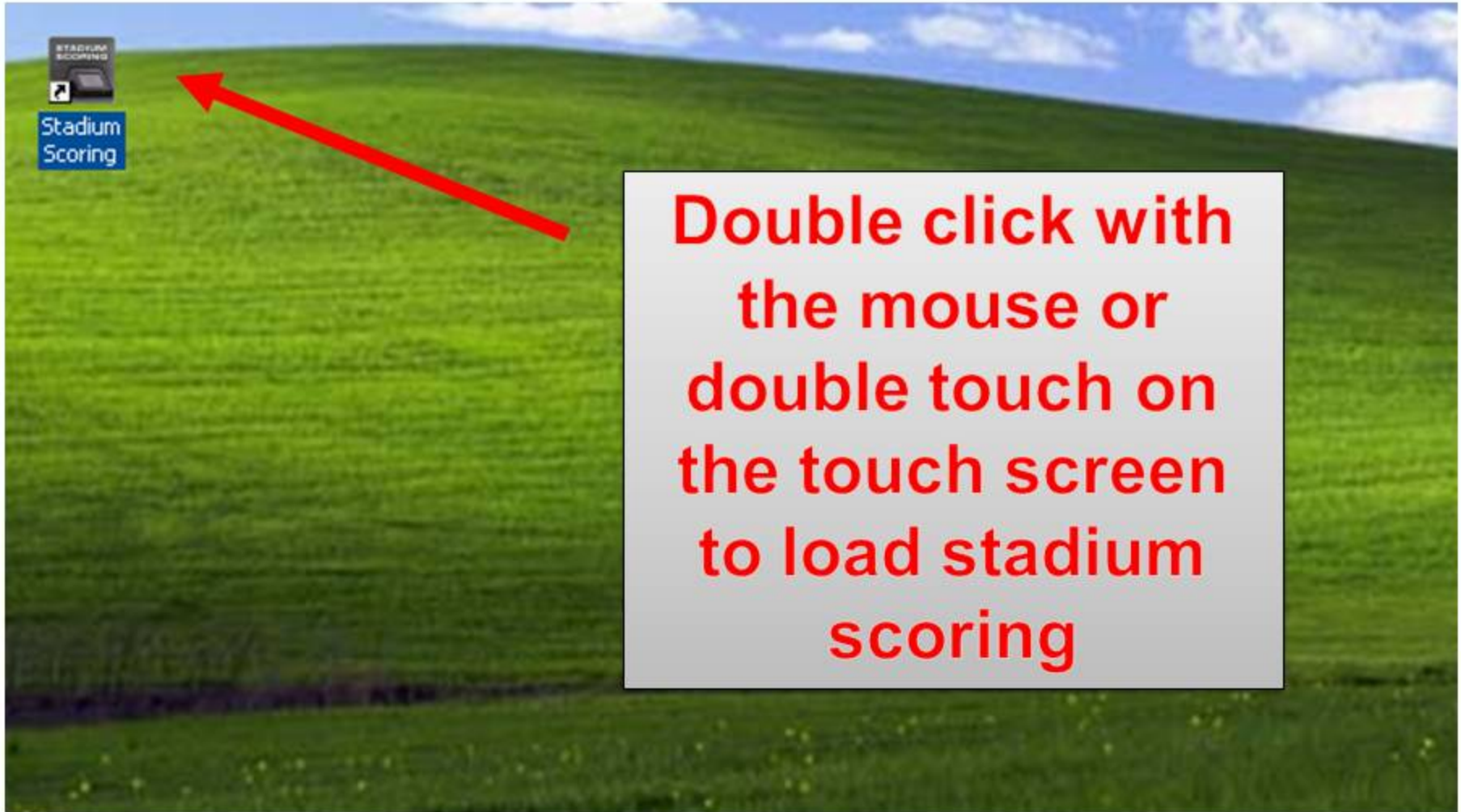


STADIUM SCORING

Stadium Scoring Training

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Loading Program



**Double click with
the mouse or
double touch on
the touch screen
to load stadium
scoring**

Pre Game Tasks

1. Load Game
2. Start Game
3. Confirm Active Players
4. Select Team Colours
5. Add/Change Player Numbers
6. Add New Players

1. 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.

EXIT Confirm

The screenshot shows a software interface for 'STADIUM SCORING'. At the top, it displays the version '1.0.0.15', the date 'Thursday 19 November 2009', and the 'Current Time: 12:09 pm'. Below this is a table with five columns: 'Time', 'League', 'Game', 'Competition', and 'Status'. The table lists two games, both at '04:00 PM' in the 'Great Southern Classic' league, both marked as 'Test' competitions and 'Pre Game' status. A red arrow points from the first row to a text box that says 'Step 1: Touch/Click on next game.' Another red arrow points from the second row to a text box that says 'Step 2: Touch/Click on confirm to load game.' At the bottom of the interface, there are two buttons: a grey 'EXIT' button and a green 'Confirm' button. A red arrow points from the 'Confirm' button to the second text box.

2. Start Game

The screenshot shows a basketball game interface. At the top, the game status is 'Pre Game'. The score is 0 vs 0. The teams are All Stars and Wildcats. The interface includes a scoreboard, player lists, and various action buttons. A red arrow points to a large red 'START GAME' button at the bottom center.

GAME STATUS: Pre Game

Scoreboard: 0 vs 0

Teams: All Stars vs Wildcats

Game Controls: T/Outs Remaining, Fouls this period, T0 +, T0 -

Player Lists:

Player	Pts	Fouls
Nathan Jawai		
Tim Lang		
Luke Kendall		
Andrew Bogut		
Lanard Copeland		
Mark Worthington		
Kobe Bryant		
All Stars		T1

Game Actions: +3, INS. FOUL, UNDO LAST, DISQ FOUL

START GAME

Right Panel: STADIUM SCORING, Scorers Actions, Active Players, Referees Actions, Confirm Game, Report Injury, Report Incident

2. Start Game

GAME STATUS: *Pre Game* 00:00 STADIUM

Confirm Game Start?
All Stars v Wildcats
16:00 - Test

Umpire code

☐ World All Stars forfeits ☐ Wildcats

Step 1: Enter your referee code and press confirm

Step 2: If the game is a forfeit tick the box of the forfeited team

Cancel Confirm

EXIT

Active players
Report injury
Report incident

3. Confirm Active Players

The screenshot shows a software interface for confirming registered players. A large red callout box with white text is overlaid on the center, stating 'Step 1: Referees press confirm active players'. A red arrow points from the bottom of this box to the 'Confirm' button at the bottom center of the interface.

Confirm Registered Players

World All Stars		Wildcats	
☒	Lanard Copeland	☒	Carmelo Anthony
☒	Mark Worthington	☒	Nathan Crosswell
☒	Nathan Jawai	☒	Lebron James
☒	Tim Lang		
☒	Andrew Bogut		
☒	Kobe Bryant		
☒	Luke Kendall		

Buttons: Add new Players, Choose Emergency Players, Confirm, EXIT

Right Panel: ADIUM SCORING, Players, Referees Actions, Confirm Game, Report Injury, Report Incident

4. Select Team Colour

The screenshot displays a basketball game management interface. At the top, the game status is "First Half" with a timer at 20:00. The teams are "All Stars" and "Wildcats", both with a score of 0. A red arrow points to a color selection palette, which is a 4x4 grid of various colors. The interface also includes a table for player statistics (Pts, Fouls) and a list of players (Nathan Jawai, Tim Lang, Luke Kendall, Andrew Bogut, Lanard Copeland, Carmelo Anthony, Chris Bosh, Nathan Crosswell, Wildcats). On the right, there are buttons for "Add Player", "Change Numbers", "Edit Scores/Fouls", "Active Players", "Confirm Game", "Report Injury", and "Report Incident".

GAME STATUS: First Half

20:00

All Stars 0 vs 0 **Wildcats**

T/Outs Remaining 2
Fouls this period 0

TO + TO -

Pts Fouls

Nathan Jawai			
Tim Lang			
Luke Kendall			
Andrew Bogut			
Lanard Copeland			

+1 FOUL

+2 TECH FOUL

+3 UNS. FOUL

Carmelo Anthony

Chris Bosh

Nathan Crosswell

Wildcats

STADIUM SCORING

Scorers Actions

Add Player

Change Numbers

Edit Scores/Fouls

Active Players

Referees Actions

Confirm Game

Report Injury

Report Incident

EXIT

Step: Press the button next to the team name to select their singlet colour

5. Add/Change Player Number

Step 1: After performing each action you will return to the active game screen.



Nathan Jawai		+1	FOUL		Lebron James
Tim Lutz					Dwayne Wade
Luke Kendall		+2	TECH FOUL		Chris Anstey
Andrew Bogut					Carmelo Anthony
Lanard Copeland		+3	UNS. FOUL		Chris Paul
Mark Worthington					Nathan Crosswell
Yeha Dwyer					Wade

Step 2: Select player name and then press change numbers

STADIUM
SCORING



Scorers Actions

Add Player

Change
Numbers

Edit
Scores/Fouls

Active
Players

Referees Actions

Confirm
Game

Report
Injury

Report
Incident

EXIT

5. Add/Change Player Number



Step 1: Enter the player number and press confirm, repeat for each player

6. Add New Player

Step 1: After performing each action you will return to the active game screen.

Step 2: Add a new player to the team by clicking the add player button

STADIUM
SCORING



Scorers Actions

Add Player

Change
Numbers

Edit
Scores/Fouls

Active
Players

Referees Actions

Confirm
Game

Report
Injury

Report
Incident

Nathan Jawai

Tim Lang

Luke Kendall

Andrew Bogut

Lanard Copeland

Mark Worthington

Yoko Bant

+1

FOUL

+2

TECH
FOUL

+3

UNS.
FOUL

T2

Lebron James

Dwayne Wade

Chris Anstey

Carmelo Anthony

Chris Bosh

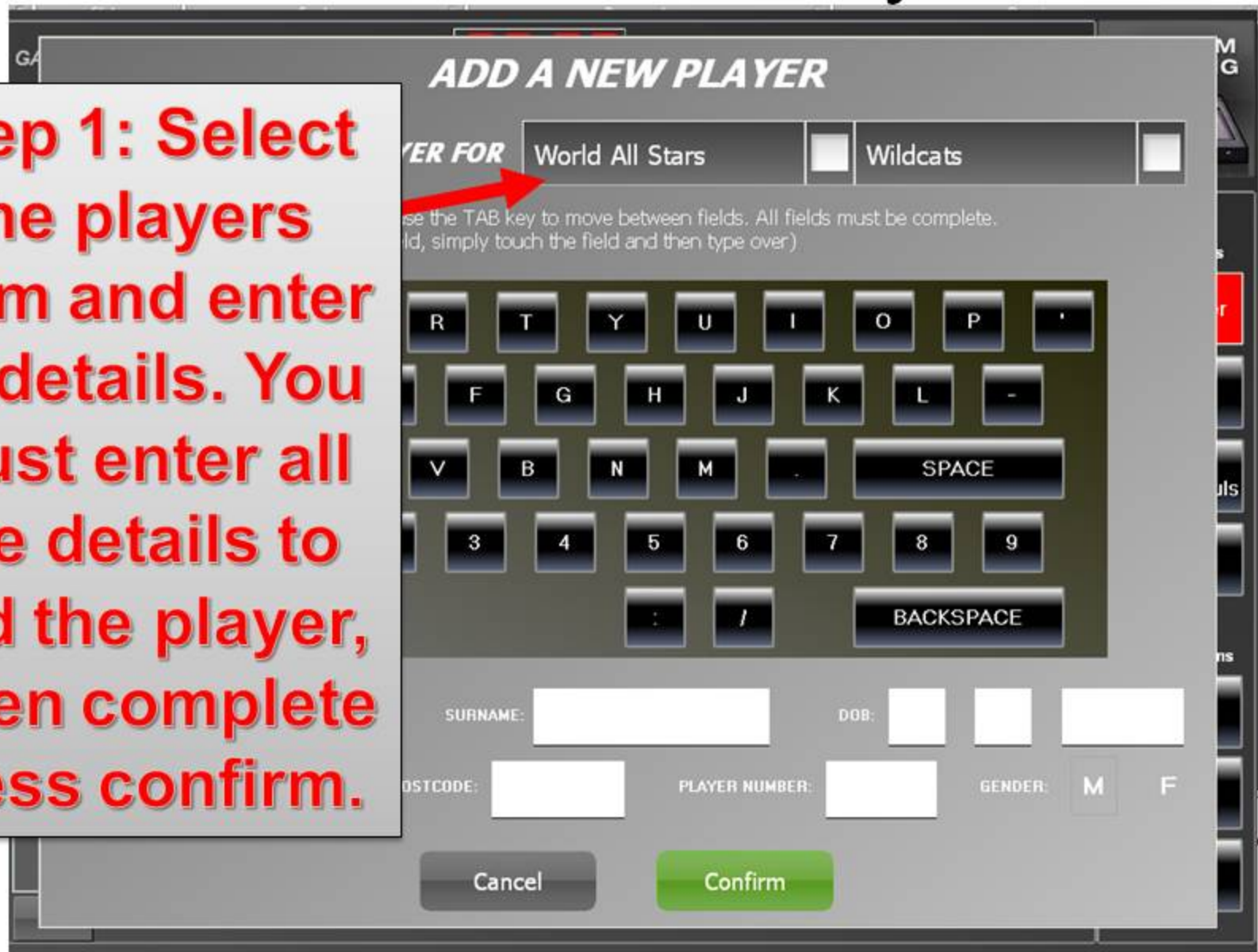
Nathan Crosswell

Walden

EXIT

6. Add New Player

Step 1: Select the players team and enter all details. You must enter all the details to add the player, when complete press confirm.



The screenshot shows a mobile application interface for adding a new player. The title is "ADD A NEW PLAYER". Below the title, there is a section labeled "PLAYER FOR" with two dropdown menus. The first dropdown menu is currently selected and shows "World All Stars". A red arrow points to this dropdown menu. The second dropdown menu shows "Wildcats". Below these dropdowns, there is a text input field for the player's name. Below the text input field, there is a virtual keyboard with letters, numbers, and symbols. Below the keyboard, there are several input fields: "SURNAME:", "DOB:", "POSTCODE:", "PLAYER NUMBER:", and "GENDER:". The "GENDER:" field has two radio buttons, "M" and "F". At the bottom of the form, there are two buttons: "Cancel" and "Confirm".

ADD A NEW PLAYER

PLAYER FOR: World All Stars Wildcats

Use the TAB key to move between fields. All fields must be complete. (If you are using a touch screen, simply touch the field and then type over)

Virtual keyboard layout:

- Row 1: R, T, Y, U, I, O, P, .
- Row 2: F, G, H, J, K, L, -
- Row 3: V, B, N, M, ., SPACE
- Row 4: 3, 4, 5, 6, 7, 8, 9
- Row 5: :, /, BACKSPACE

Form fields:

- SURNAME: []
- DOB: [] [] []
- POSTCODE: []
- PLAYER NUMBER: []
- GENDER: M F

Buttons: Cancel Confirm

In Game Tasks

1. Run/Stop/Adjust Clock
2. Add player score
3. Add player foul
4. Add team timeout
5. Undo last action
6. Delete/Re-assign action

1. Run/Stop/Adjust Clock

The screenshot shows a basketball game management interface. At the top, the game status is "First Half" and the clock is at 20:00. The score is 0 vs 0 between "All Stars" and "Wildcats". Below the score, there are buttons for "T/O +", "T/O -", and "T/Os Remaining". A large red text box in the center says "Begin game by pressing run clock." A red arrow points from this text box to a large red button labeled "Run Clock" at the bottom center. The interface also includes a "STADIUM SCORING" section on the right with a basketball icon, and a "Scorers Actions" section with buttons for "Add Player", "Change Numbers", "Edit Scores/Fouls", and "Active Players". A "Referees Actions" section on the far right has buttons for "Confirm Game", "Report Injury", and "Report Incident". The bottom left has an "EXIT" button.

GAME STATUS: *First Half*

20:00

All Stars 0 vs 0 Wildcats

T/Os Remaining 2 T/Os Remaining 2
Fouls this period 0 Fouls this period 0

T/O + T/O - T/O + T/O -

Pts Fouls Pts Fouls

Nat Tim Luk

Andrew Bogut Carmelo Anthony
Lanard Copeland Chris Bosh
Mark Worthington Nathan Crosswell
Kobe Bryant Wildcats
All Stars T1 T2

+3 UNS. FOUL
UNDO LAST DISQ FOUL

Run Clock

EXIT

STADIUM SCORING

Scorers Actions

Add Player
Change Numbers
Edit Scores/Fouls
Active Players

Referees Actions

Confirm Game
Report Injury
Report Incident

1. Run/Stop/Adjust Clock

The screenshot shows a basketball game control interface. At the top, the game status is "First Half" and the clock is 19:57. The score is 0 vs 0. A red arrow points to the clock. Below the score, there are buttons for "T/O +", "T/O -", "Pts", and "Fouls". A large red text box in the center says "Stop clock as required by pressing stop clock". At the bottom, there is a red button labeled "Stop Clock". A red arrow points to the "Stop Clock" button. On the right side, there is a "STADIUM SCORING" section with a "Scorers Actions" panel containing buttons for "Add Player", "Change Numbers", "Edit Scores/Fouls", and "Active Players". Below that is a "Referees Actions" panel with buttons for "Confirm Game", "Report Injury", and "Report Incident".

GAME STATUS: *First Half*

19:57

All Stars 0 vs 0 Wildcats

T/Outs Remaining 2 T/Outs Remaining 2
Fouls this period 0 Fouls this period 0

T/O + T/O - T/O + T/O -

Pts Fouls Pts Fouls

Stop clock as required by pressing stop clock

Stop Clock

STADIUM SCORING

Scorers Actions

Add Player

Change Numbers

Edit Scores/Fouls

Active Players

Referees Actions

Confirm Game

Report Injury

Report Incident

Name	Pts	Fouls
Lanard Copeland	13	
Luke Kendall	21	
Andrew Bogut	43	
All Stars	T1	

Name	Pts	Fouls
Carmelo Anthony	34	
Chris Anstey	43	
Wildcats	T2	

1. Run/Stop/Adjust Clock

GAME STATUS: First Half

19:56

All Stars 0 **Wildcats** 0

T/Outs Remaining 2 T/Outs Remaining 2
Fouls this period 0 Fouls this period 0

Adjust clock by pressing on clock while stopped

Run Clock

STADIUM SCORING

Scorers Actions

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

Referees Actions

- Confirm Game
- Report Injury
- Report Incident

Player	Pts	Fouls	Score
Lanard Copeland			13
Luke Kendall			21
Andrew Bogut			43
All Stars			T1

Player	Pts	Fouls	Score
Carmelo Anthony			34
Chris Anstey			43
Wildcats			T2

EXIT

1. Run/Stop/Adjust Clock

The screenshot displays a basketball game management interface. At the top, the game status is 'First Half' with a clock showing 19:56. The score is 0 vs 0 between 'All Stars' and 'Wildcats'. A 'Modify Game Time' dialog box is open in the center, showing the same clock time (19:56) and the text 'All Stars v Wildcats' and '16:00 - Test'. The dialog has buttons for '+1', '-1', '+10', and '-10' to adjust the time. A red arrow points to the '+1' button. Below the dialog are 'Cancel' and 'Confirm' buttons. On the right side, there are sections for 'STADIUM SCORING', 'Scorers Actions' (Add Player, Change Numbers, Edit Scores/Fouls, Active Players), and 'Referees Actions' (Confirm Game, Report Injury, Report Incident). A list of players is on the left: Kobe Bryant, Mark Worthington, Tim Lang, Nathan Jawai, Lanard Copeland, Luke Kendall, Andrew Bogut, and All Stars. An 'EXIT' button is at the bottom left.

Adjust as required and press confirm

2. Add Player Score

The screenshot shows a basketball game interface for "All Stars" vs "Wildcats". The score is 0-0, and the time is 19:53. The game status is "First Half". On the left, "T/Outs Remaining" is 2 and "Fouls this period" is 0. On the right, "T/Outs Remaining" is 2 and "Fouls this period" is 0. The "Scorers Actions" panel on the right includes buttons for "Add Player", "Change Numbers", "Edit Scores/Fouls", and "Active Players". The "Referees Actions" panel includes buttons for "Confirm Game", "Report Injury", and "Report Incident".

The player list on the left shows the following players and their scores:

Player	Pts	Fouls
Kobe Bryan	8	
Mark Worthington	10	
Tim Lang	11	
Nathan Jawai	12	
Lanard Copeland	13	
Luke Kendall	21	

The player list on the right shows the following players and their scores:

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

A red overlay at the bottom of the screen contains the following text:

Step 1: Press player name and then press +1, +2 or +3 based on how many points the player scored.

3. Add Player Foul

GAME STATUS: *First Half*

19:53

All Stars 0 vs 0 Wildcats

T/Outs Remaining 2 Fouls this period 0

T/Outs Remaining 2 Fouls this period 0

	Pts	Fouls
Kobe Bryan	8	
Mark Worthington	10	
Tim Lang	11	
Nathan Jawai	12	
Lanard Copeland	13	
Luke Kendall	21	

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

+1

FOUL

+2

TECH FOUL

+3

UNS. FOUL

Step 1: Press player name and then press type of foul based on what occurred

STADIUM SCORING

Scorers Actions

Add Player

Change Numbers

Edit Scores/Fouls

Active Players

Referees Actions

Confirm Game

Report Injury

Report Incident

4. Add Team Timeout

The screenshot displays a basketball game management interface. At the top, the game status is "First Half" with a clock showing 19:53. The score is 0 vs 0 between "All Stars" and "Wildcats". On the left, "T/Outs Remaining" is 2 and "Fouls this period" is 0. In the center, there are "TO +" and "TO -" buttons. On the right, "T/Outs Remaining" is 2 and "Fouls this period" is 0. Below this, there are two columns of player statistics. The left column lists players: Kobe Bryant (3 Pts, 1 Foul), Mark Worthington (1 Pts, 1 Foul), Tim Lang (11 Pts, 1 Foul), Nathan Jawai (12 Pts, 1 Foul), Lanard Copeland (13 Pts, 1 Foul), and Luke Kendall (21 Pts, 1 Foul). The right column lists players: Nathan Crosswell (4 Pts, 0 Fouls), Dwayne Wade (10 Pts, 0 Fouls), Chris Bosh (21 Pts, 0 Fouls), LeBron James (23 Pts, 0 Fouls), Carmelo Anthony (34 Pts, 0 Fouls), and Chris Anstey (43 Pts, 0 Fouls). Between the columns are buttons for "+1 FOUL", "+2 TECH FOUL", and "+3 UNS. FOUL". A red arrow points from the "TO +" button to the "Kobe Bryant" row. Another red arrow points from the "TO -" button to the "Kobe Bryant" row. A large red text box at the bottom contains the instruction: "Step 1: Press add or subtract TO for the team that called the timeout. This also shows the remaining timeouts."

Step 1: Press add or subtract TO for the team that called the timeout. This also shows the remaining timeouts.

5. Undo Last Action

Step 1: If you make a mistake you can correct the last action by pressing the UNDO LAST button

The screenshot shows the Stadium Scoring software interface. On the left, there's a sidebar with 'All', 'T/Outs', 'Fouls', and 'Kobe'. The main area displays a table of player scores and fouls. The table has columns for player names, scores, and fouls. The 'UNDO LAST' button is highlighted with a red arrow. The right sidebar contains 'STADIUM SCORING' logo, a basketball icon, and buttons for 'Add Player', 'Change Numbers', 'Edit Scores/Fouls', and 'Active Players'. The 'Referees Actions' section is also visible at the bottom right.

Player Name	Score	Fouls
Tim Lang	11	
Nathan Jawai	12	
Lanard Copeland	13	
Luke Kendall	21	
Andrew Bogut	13	
All Stars	T1	

Player Name	Score	Fouls
Chris Bosh	21	
Lebron James	23	
Carmelo Anthony	34	
Chris Anstey	43	
Wildcats	T2	

Step 2: If the error occurred earlier in the game press the players name and then Edit Scores/Fouls

6. Delete/Re-assign Action

Score/Foul Adjustments for Kobe Bryant

Per	Time	Action	Pts	Per	Time	Action	Pts
1st Half	11:26	2pt	2				
1st Half	11:26	foul	0				
1st Half	11:26	2pt	2				

Score: 4

+1 +2 +3

Fouls: 1 **Tech Fouls: 0**

+1 +T

Delete Action

Re-Assign Action

EXIT



Step: In this screen you can delete an action for a player or re-assign it to another player.

DELETE/RE-ASSIGN ACTION

Score/Foul Adjustments for Kobe Bryant

Per	Time	Action	Pts	Per	Time	Action	Pts
1st Half	11:26	2pt	2				
1st Half	11:26	foul	0				
1st Half	11:26	2pt	2				

Score: 4

+1 +2 +3

Fouls: 1 **Tech Fouls: 0**

+1 +T

Delete Action

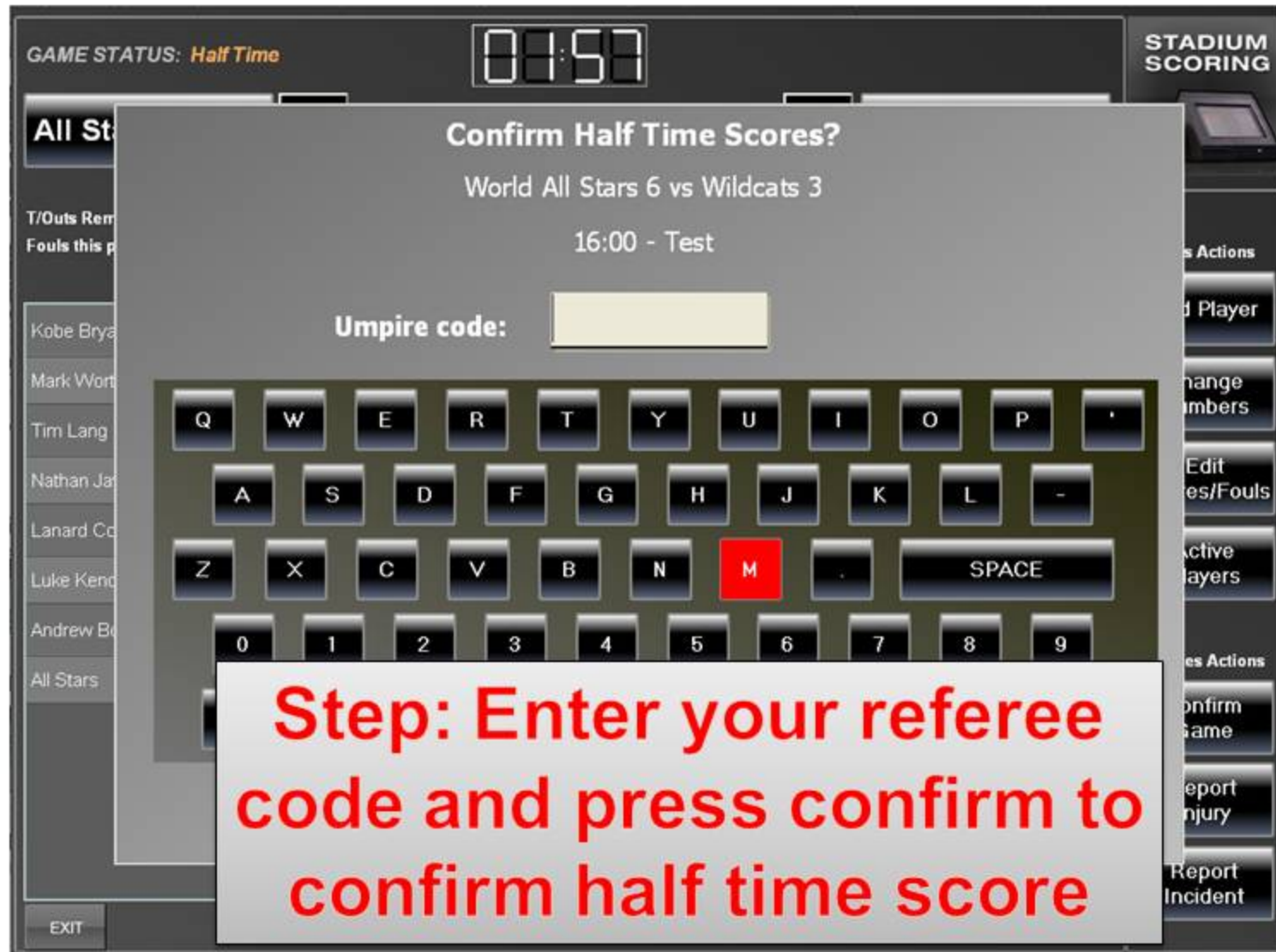
Re-Assign Action

Step: Select the action and the press delete or re-assign. You can also add points, fouls and tech fouls to the player

HALF TIME TASKS

1. Confirm half time scores
2. De-activate non active players

1. Confirm Half Time Scores



2. Confirm Active Players

Confirm Registered Players

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

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

Cancel Confirm

POST GAME TASKS

1. Reporting an injury
2. Reporting an incident
3. Confirming full time scores
4. Exit Game

Post Game Tasks

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		Pts	Fouls	
Kobe Bryant	4	1(0)	8	+1	FOUL	Nathan Crosswell
Mark Worthington	2	1(0)	10	+2	TECH FOUL	Dwayne Wade
Tim Lang			11	+3	UNS. FOUL	Chris Bosh
Nathan Jawai			12			Lebron James
Lanard Copeland			13			Carmelo Anthony
Luke Kendall			21			Chris Anstey
Andrew Bogut			43			T2

STADIUM SCORING

Scorers Actions

Add Player

Change Numbers

Edit Scores/Fouls

Active Players

Referees Actions

Confirm Game

Report Injury

Report Incident

Click report injury, report incident if required and confirm game when complete.

EXIT

1. Report Injury

GAME STATUS: *Game Over*

STADIUM SCORING

Report Injury

Choose Player to report

World All Stars

8	Kobe Bryant
10	Mark Worthington
11	Tim Lang
12	Nathan Jawai
13	Lanard Copeland
21	Luke Kendall
43	Andrew Bogut

Wildcats

4	Nathan Crosswell
10	Dwayne Wade
21	Chris Bosh
23	Lebron James
34	Carmelo Anthony
43	Chris Anstey

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.

2. Report Incident

GAME STATUS

STADIUM

Report Incident

Choose players/coaches to report

World All Stars

8	Kobe Bryant	☐
10	Mark Worthington	☐
11	Tim Lang	☐
12	Nathan Jawai	☐
13	Lanard Copeland	☐
21	Luke Kendall	☐
43	Andrew Bogut	☐
	Coach	☐

Wildcats

4	Nathan Crosswell	☐
10	Dwayne Wade	☐
21	Chris Bosh	☐
23	Lebron James	☐
34	Carmelo Anthony	☐
43	Chris Anstey	☐
	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.

3. Confirm Full Time Scores

The screenshot shows a 'Confirm Game Result' dialog box for a game between 'World All Stars' and 'Wildcats'. The score is 6 vs 3, and the time is 16:00 - Test. There are input fields for 'Umpire 1 Code', 'Referee 2 Code', and 'Referee 3 Code'. A virtual keyboard is displayed below these fields. A red text box is overlaid on the keyboard with the instruction: 'Step: Enter your referee code and press confirm to confirm full time score'. At the bottom of the dialog are 'Cancel' and 'Confirm' buttons. The background shows a sidebar with player names and a right sidebar with various action buttons like 'Report Injury' and 'Report Incident'.

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

Umpire 1 Code:

Referee 2 Code:

Referee 3 Code:

Q W E R T Y U I O P .
A S D F G H J K L -
Z

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

Cancel Confirm

4. Exit Game

GAME STATUS: Game Over

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

T/Outs Remaining 0 Fouls this period 0 TO + TO -

T/Outs Remaining 0 Fouls this period 0 TO + TO -

	Pts	Fouls		Pts	Fouls			
Kobe Bryant	4	1(0)	8	+1	FOUL	4	1	Nathan Crosswell
Mark Worthington	2	1(0)	10			10	1	Dwayne Wade
Tim Lang			11	+2	TECH FOUL	21	1	Chris Bosh
Nathan Jawai			12			23		Lebron James
Lanard Copeland			13	+3	UNS. FOUL	34		Carmelo Anthony
Luke Kendall			21			43		Chris Carter
Andrew Bogut								
All Stars								

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.

Additional Information

1. Sin Bin Rule

1. Sin Bin Rule

The screenshot shows a sports management interface for a game between the Dolphins and Cobras. The game status is "First Half" with a clock at 19:53. The score is 0 vs 0. The interface includes a "STADIUM SCORING" section with a "Scorers Actions" panel containing buttons for "Add Player", "Change Numbers", "Edit Scores/Fouls", and "Active Players". A central panel shows player statistics and foul types (+1 FOUL, +2 TECH FOUL, +3 UNS. FOUL). A red arrow points to a 04:54 timer next to a player's name, indicating the sin bin rule enforcement.

GAME STATUS: First Half

19:53

Dolphins **0** **vs** **0** **Cobras**

T/Outs Remaining 2 **T/Outs Remaining** 2
Fouls this period 0 **Fouls this period** 1

Pts **Fouls** **Pts** **Fouls**

James Callus +1 FOUL
Daniel Catania +2 TECH FOUL
Nisvet Halic +3 UNS. FOUL
Lachlan Marie
Jordan Dennis
Jayden Hill
Daniel Kinkela
Rhys Kop
Matthew Exton
Dolphins

Auryn MacMillan
James Denton
Matthew Shanahan
David Moore
Glenn Potts
Tim Hall
Cobras

04:54

STADIUM SCORING

Scorers Actions

Add Player
Change Numbers
Edit Scores/Fouls
Active Players

Should a player receive a technical foul the sin bin rule will be enforced a clock will count down next to the players name, as to when they can return to the floor.