

STADIUM SCORING USER MANUAL

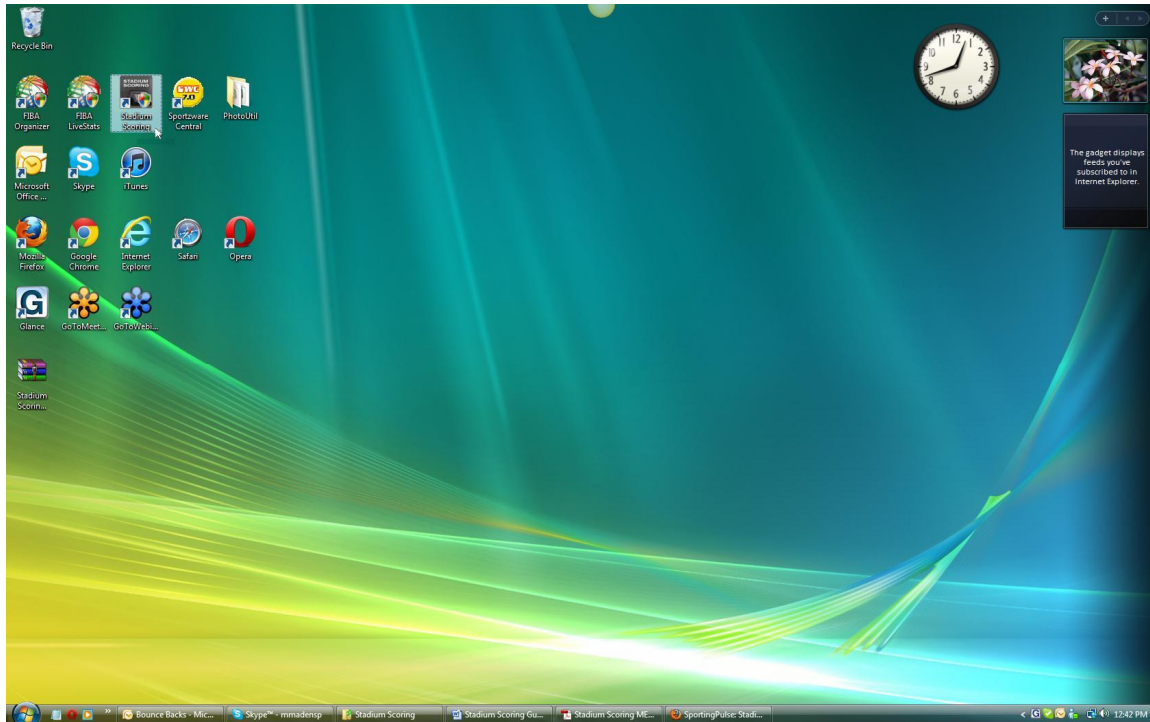


An overview of the use of SportingPulse Stadium Scoring for Junior and Senior Domestic Competitions

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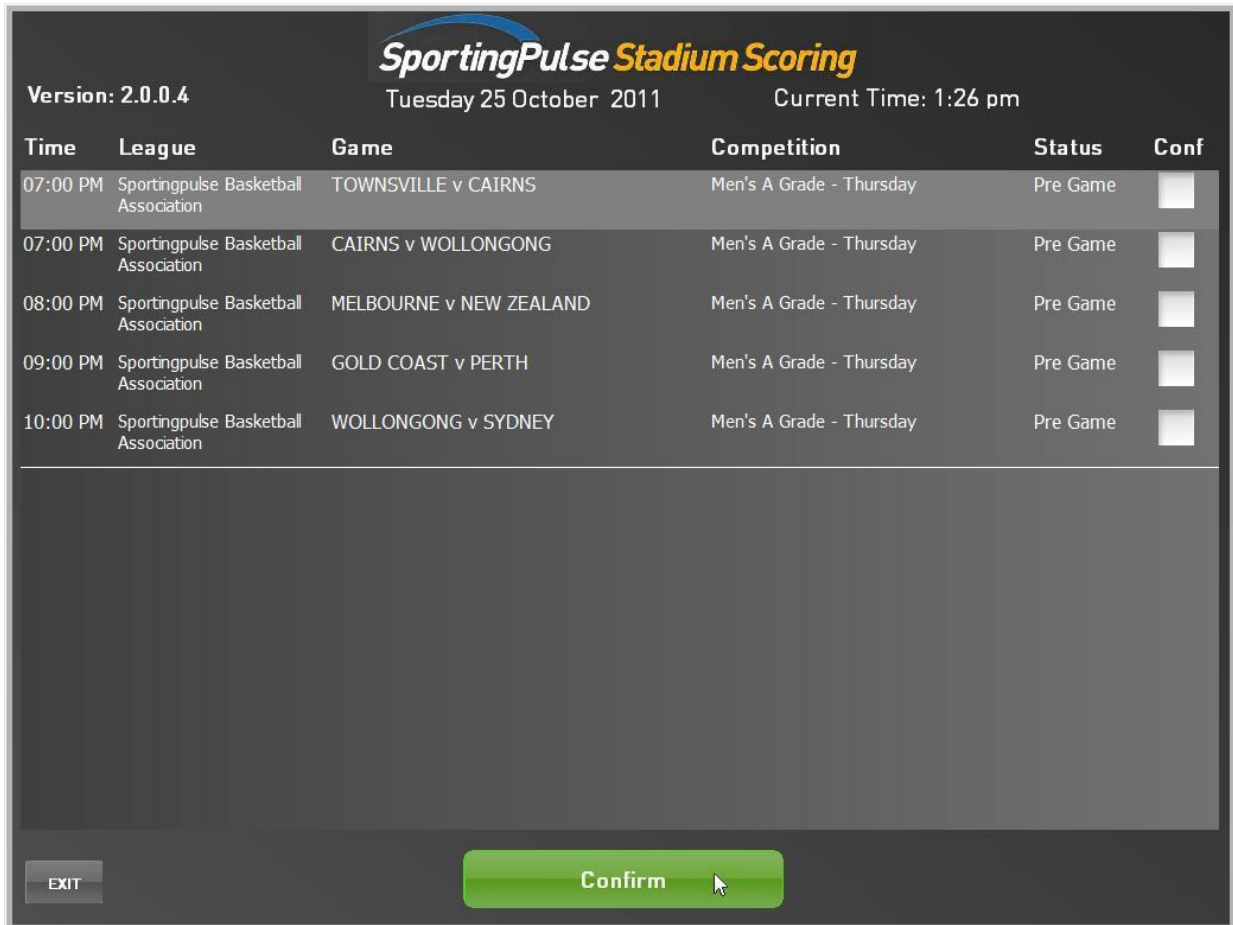
Login to Electronic Stadium Scoring



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



The screenshot shows the SportingPulse Stadium Scoring application interface. At the top, the title "SportingPulse Stadium Scoring" is displayed in a stylized font. Below the title, the version number "Version: 2.0.0.4" is on the left, the date "Tuesday 25 October 2011" is in the center, and the current time "Current Time: 1:26 pm" is on the right. The main area contains a table with the following columns: Time, League, Game, Competition, Status, and Conf. The table lists five basketball games scheduled for Thursday, October 25, 2011, all at 7:00 PM. Each game has a "Pre Game" status and a "Conf" checkbox. At the bottom of the screen, there are two buttons: a grey "EXIT" button on the left and a green "Confirm" button on the right.

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"/>

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

Start the Game - REFEREE

Confirm Game Start?
TOWNSVILLE v CAIRNS
19:00 - Men's A Grade - Thursday

Umpire Code

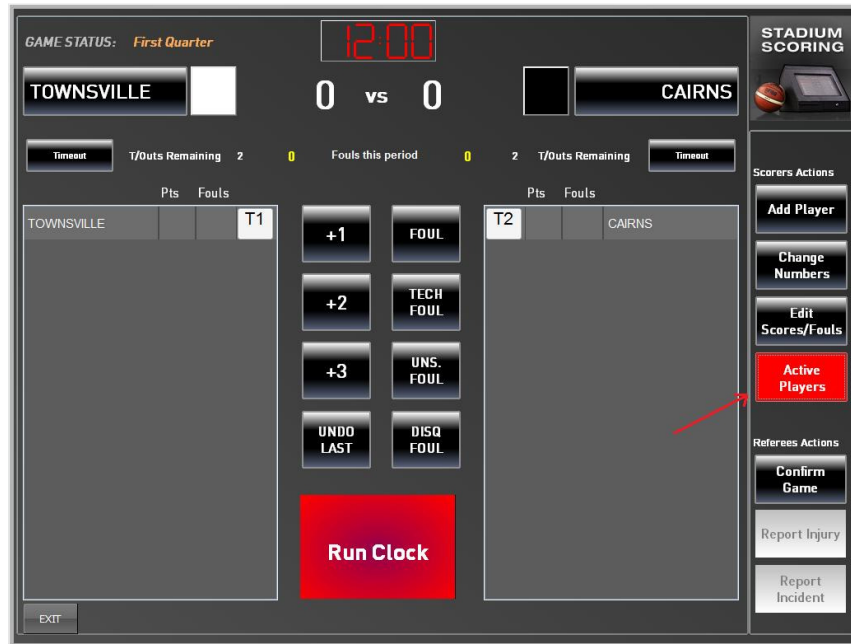
TOWNSVILLE forfeits CAIRNS forfeits

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			

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

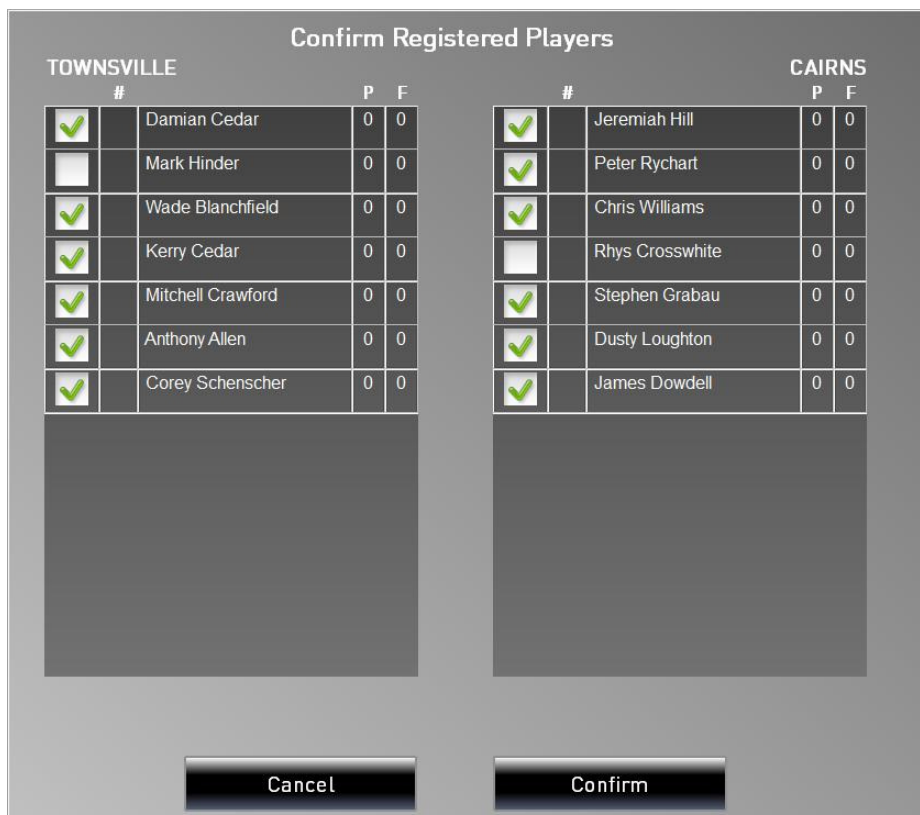
You will now be select active players and add any new players into the system.

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.

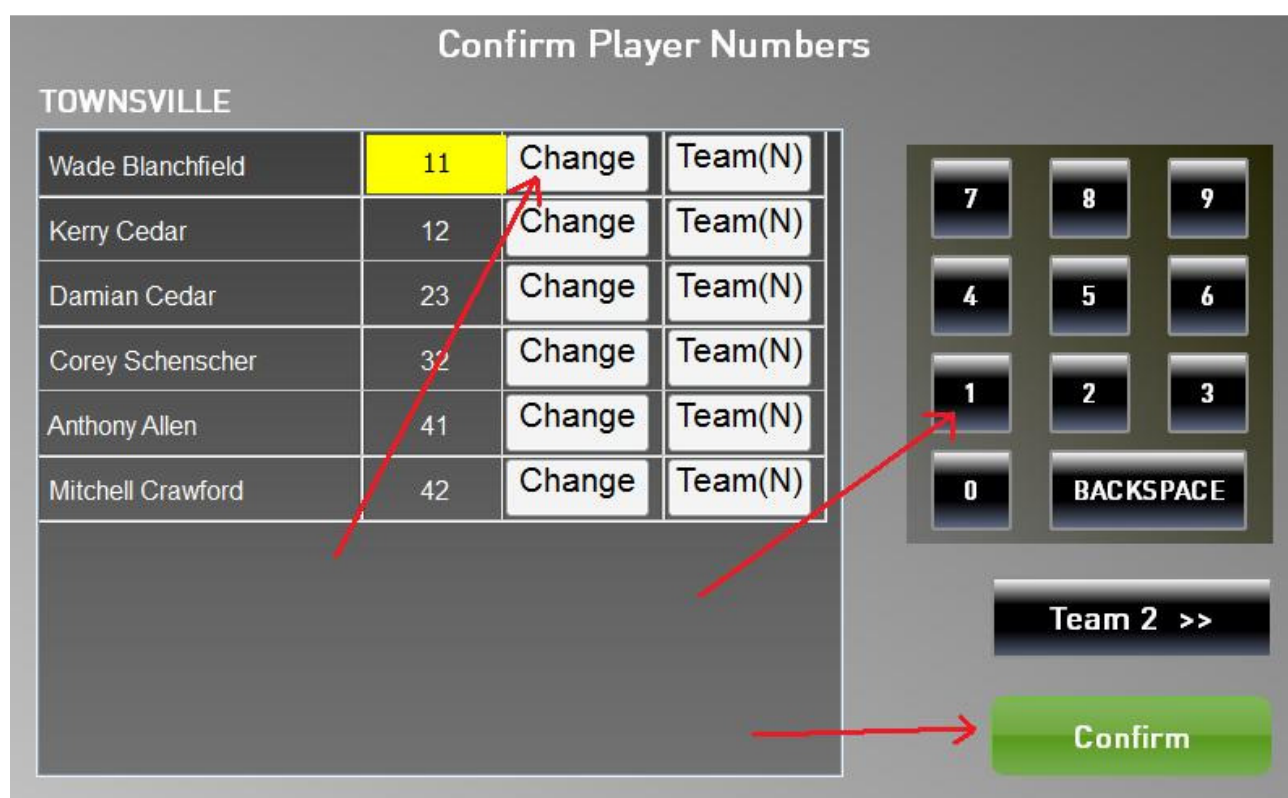


Touching the white square next to a player's name brings up a green tick and these are the players who will appear on the scoring screen.

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. 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.

Confirm Player Numbers

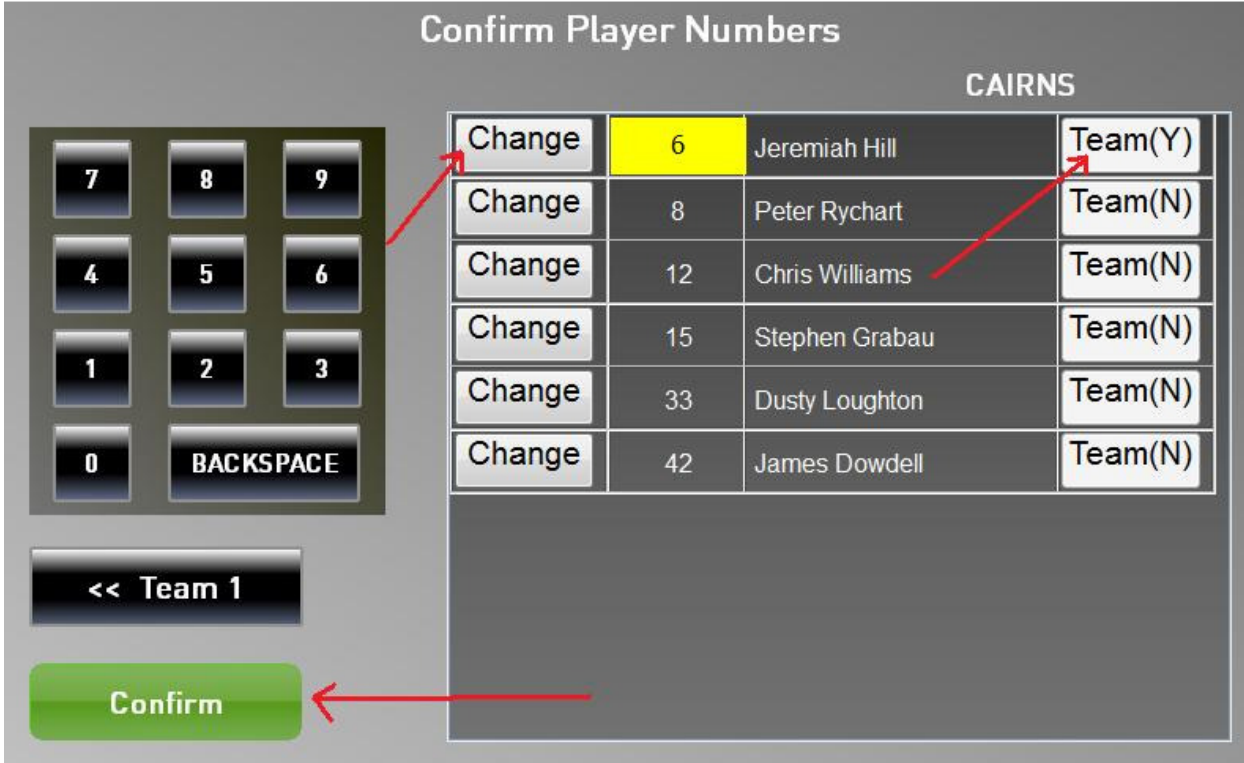
CAIRNS

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

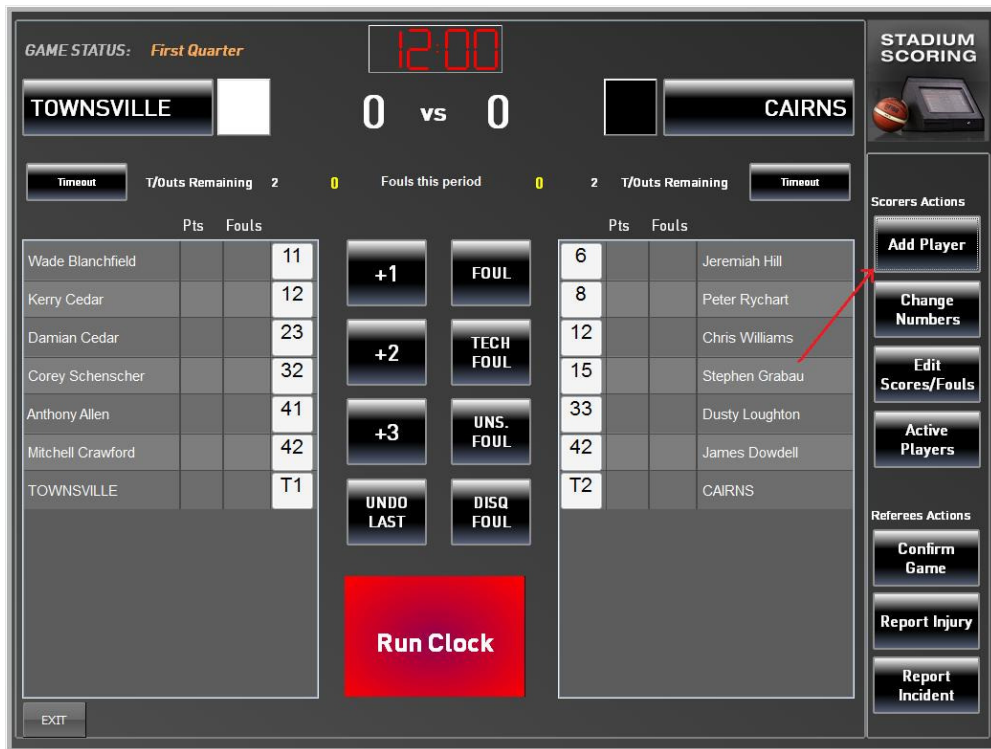


Touch the “Change” button beside the player you wish to edit the number. The player number box will change to yellow and you are able to enter the new number from the keypad on the right.

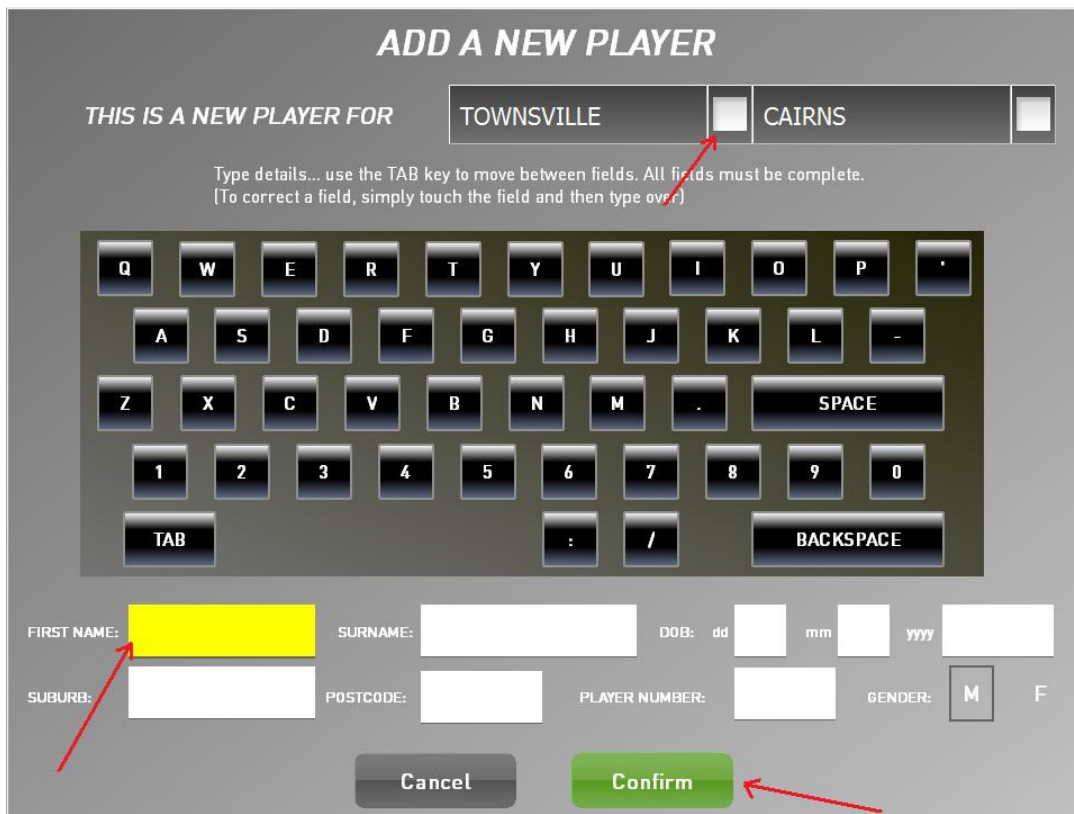
If you are assigning a new number that will be a permanent change click the Team button and it will appear with a (Y) to signify the change.

When you have completed editing the numbers for the team, touch on the “Confirm” button and you will return to the scoring screen.

Add a Player



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



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 confirmation will be allowed. The player number is included in this required information.

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

Start the Game - REFEREE



Confirm Game Start?
TOWNSVILLE v CAIRNS
19:00 - Men's A Grade - Thursday

Umpire Code *****

TOWNSVILLE forfeits CAIRNS forfeits

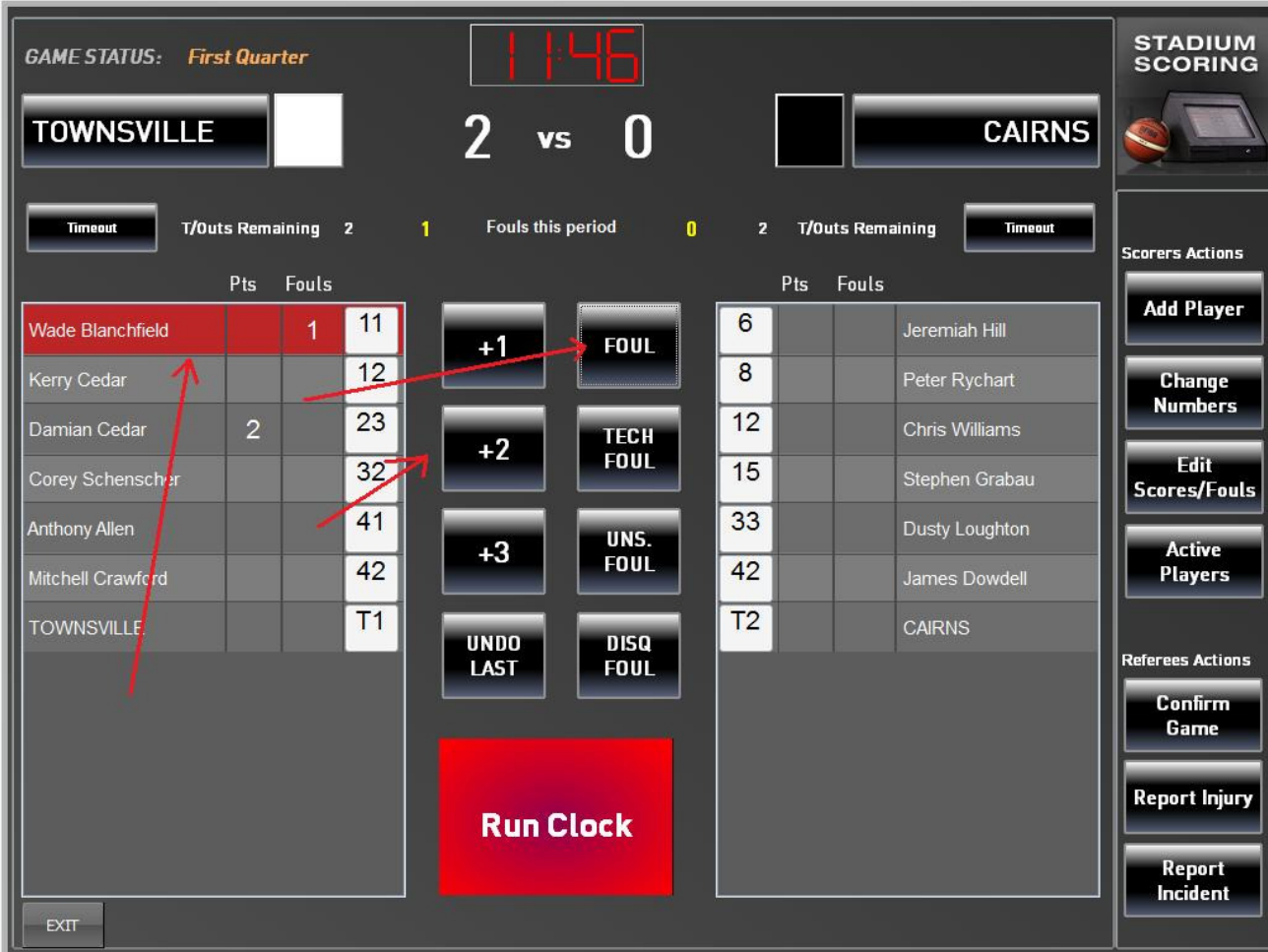
Q W E R T Y U I O P .
A S D F G H J K L -
Z X C V B N M . SPACE
1 2 3 4 5 6 7 8 9 0
TAB : / BACKSPACE

Cancel Confirm

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



GAME STATUS: *First Quarter*

TOWNSVILLE **2** vs **0** **CAIRNS**

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

	Pts	Fouls		Pts	Fouls
Wade Blanchfield		1	11	6	
Kerry Cedar			12	8	
Damian Cedar	2		23	12	
Corey Schenscher			32	15	
Anthony Allen			41	33	
Mitchell Crawford			42	42	
TOWNSVILLE			T1	T2	
					CAIRNS

Buttons: +1, +2, +3, UNDO LAST, FOUL, TECH FOUL, UNS. FOUL, DISQ FOUL, Run Clock

Scorers Actions: Add Player, Change Numbers, Edit Scores/Fouls, Active Players

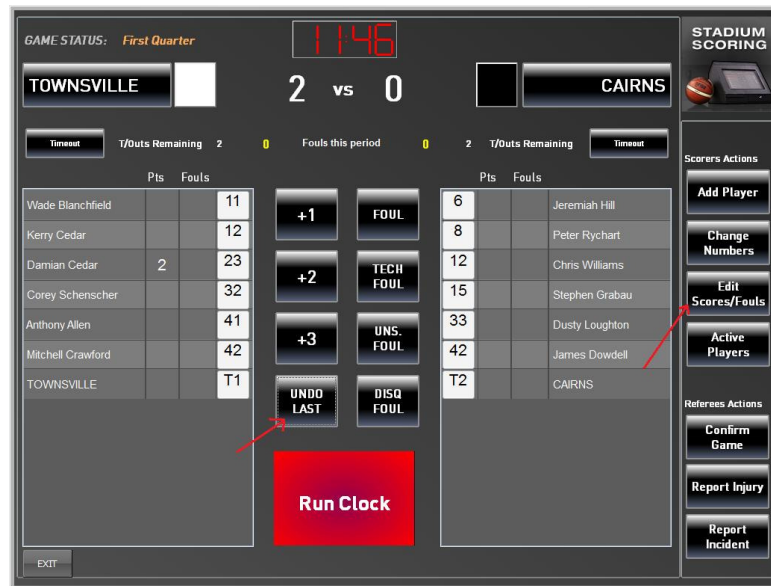
Referees Actions: Confirm Game, Report Injury, Report Incident

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 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.

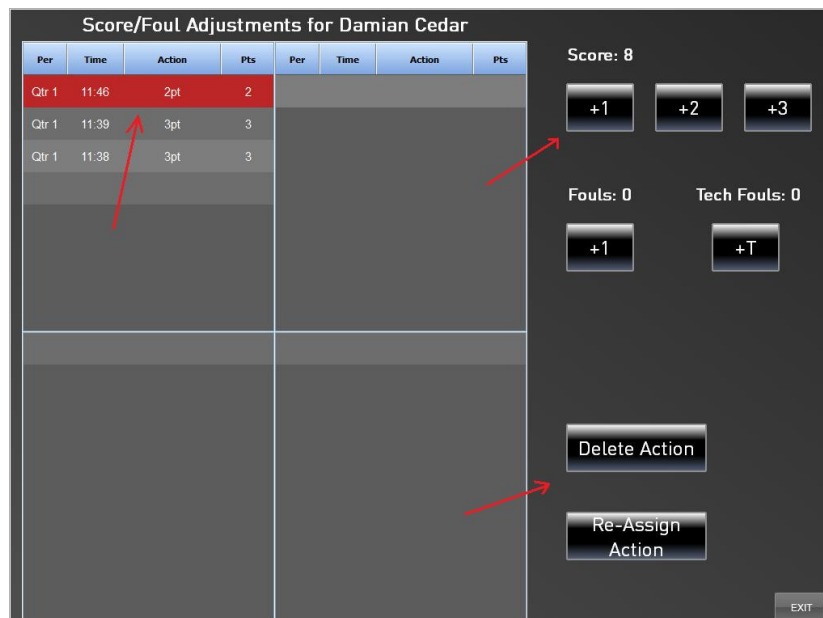
Bench Technical fouls are recorded by highlighting the Team Name line at the bottom of the player list (instead of a player name). Any points for an unknown player can also be recorded on this Team line.

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

Incident Report

GAME STATUS: First Quarter 07:09

TOWNSVILLE 18 vs 14 **CAIRNS**

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

TOWNSVILLE			CAIRNS		
	Pts	Fouls		Pts	Fouls
Wade Blanchfield		11	6	2	Jeremiah Hill
Kerry Cedar		12	8	1	Peter Rychart
Damian Cedar	8	23	12	2	Chris Williams
Corey Schenscher	4	2 32	15	3	Stephen Grabau
Anthony Allen	3	41	33	6	Dusty Loughton
Mitchell Crawford	3	42	42		James Dowdell
TOWNSVILLE		T1	T2		CAIRNS

Buttons: +1 FOUL, +2 TECH FOUL, +3 UNS. FOUL, UNDO LAST, DISQ FOUL, Run Clock

STADIUM SCORING

Scorers Actions: Add Player, Change Numbers, Edit Scores/Fouls, Active Players

Referees Actions: Confirm Game, Report Injury, Report Incident

A reportable incident can be recorded by touching the “Report Incident” button.

Report Incident

Choose players/coaches to report

TOWNSVILLE			CAIRNS		
11	Wade Blanchfield	<input type="checkbox"/>	6	Jeremiah Hill	<input type="checkbox"/>
12	Kerry Cedar	<input type="checkbox"/>	8	Peter Rychart	<input type="checkbox"/>
23	Damian Cedar	<input type="checkbox"/>	12	Chris Williams	<input type="checkbox"/>
32	Corey Schenscher	<input type="checkbox"/>	15	Stephen Grabau	<input checked="" type="checkbox"/>
41	Anthony Allen	<input checked="" type="checkbox"/>	33	Dusty Loughton	<input type="checkbox"/>
42	Mitchell Crawford	<input type="checkbox"/>	42	James Dowdell	<input type="checkbox"/>
	Coach	<input type="checkbox"/>		Coach	<input checked="" type="checkbox"/>

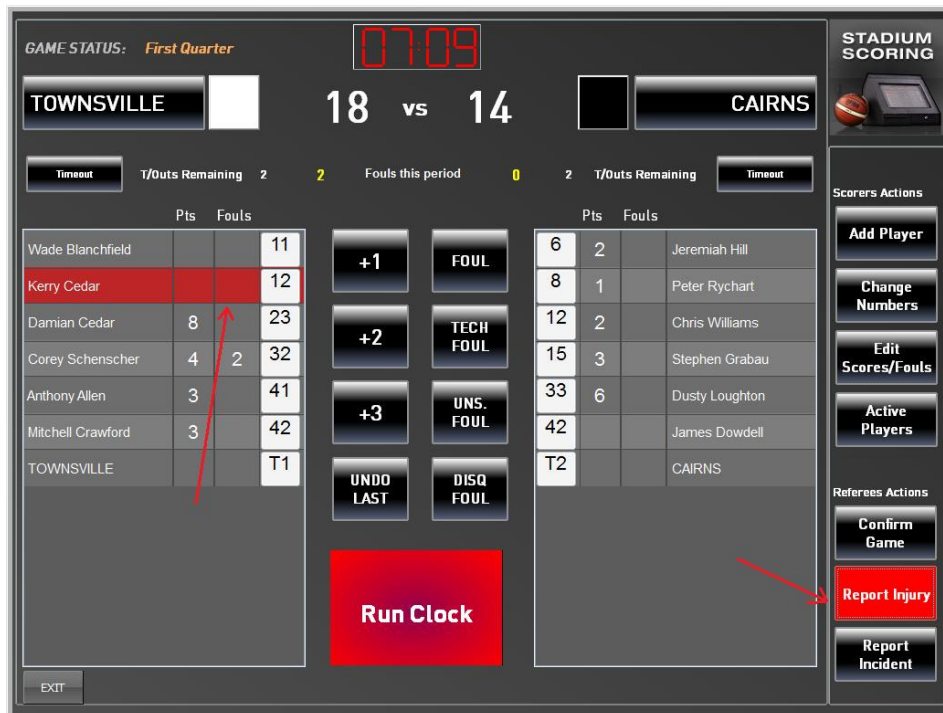
Game Status: First Quarter

Game Time: 07:09

Buttons: Cancel, Confirm

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

Injury Report - REFEREE

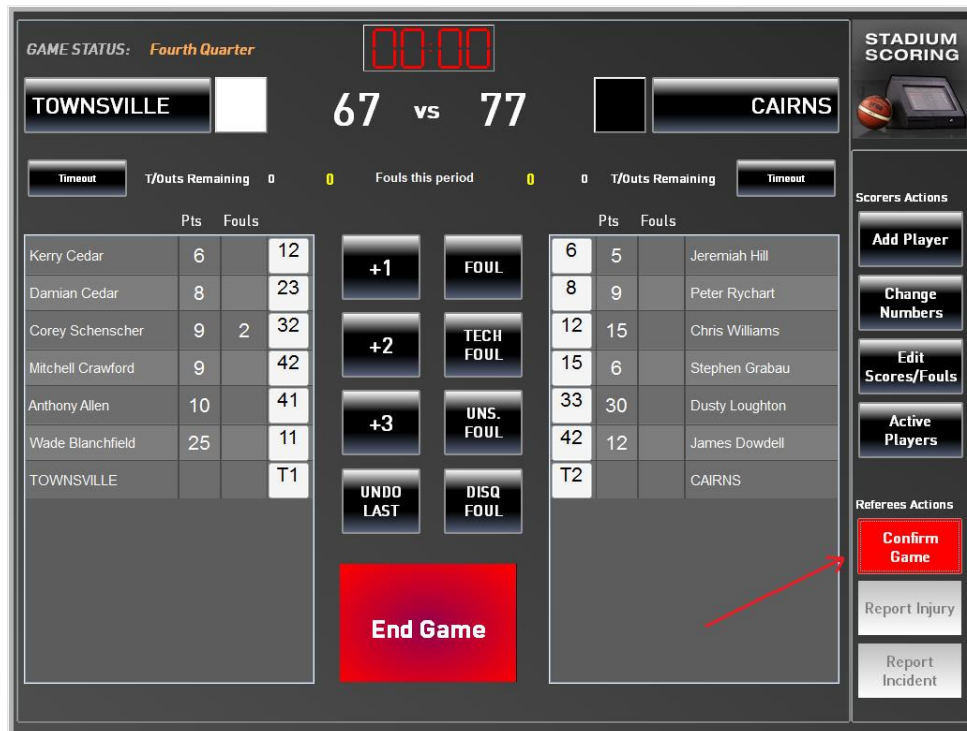


Brief details of a player sustaining an injury can be note in the system by touching the “Report Injury” button. The following screen will appear.

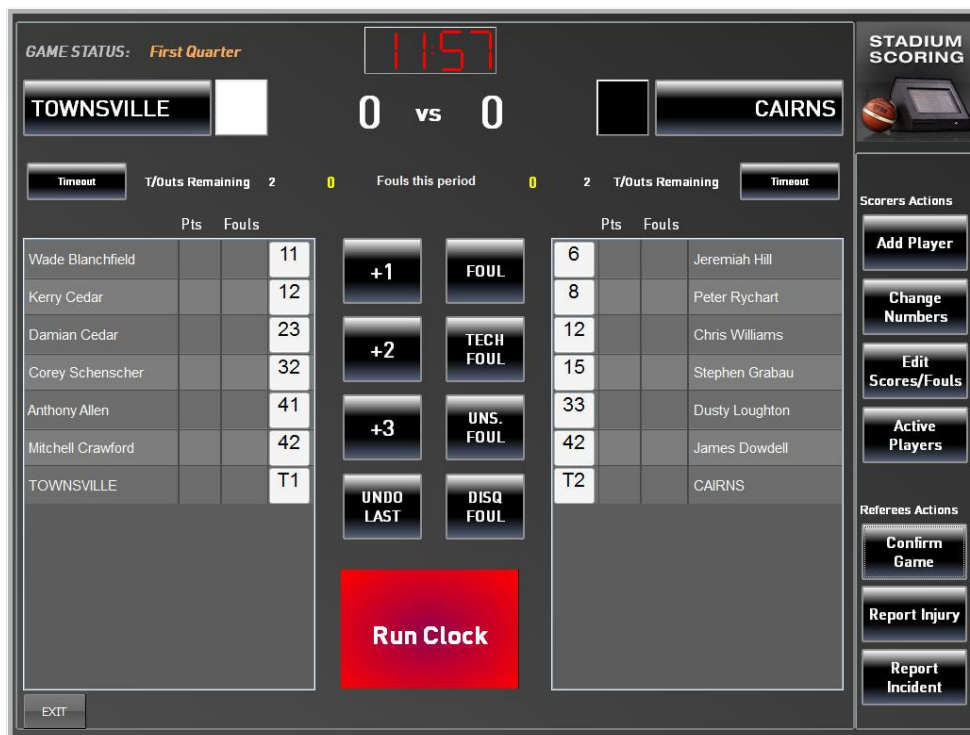


- Select the player’s name.
- Select the Injury status/action.
- Touch the “Confirm” button.

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.