EDJBA

STADIUM

SCORING

GUIDE

EDJBA GUIDE TO STADIUM SCORING

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1) PREPARATION FOR GAME DAY

a) RUNNING STADIUM SCORING AND DOWNLOADING GAMES

- Connect the computer to the internet. You may chose to use:
    - Wi-Fi at the venue
    - A mobile internet connection/hotspot at the venue
    - Wi-Fi prior to arriving at the venue

Double click on the Stadium Scoring icon

Click on **'Run Downloaded Games'**. Games will be downloaded for the venue

- Once the games have been downloaded, the computer doesn't need internet connection.
- **NOTE:** Games will be available from Thursday before the round. We recommend that games be loaded as close to game day as possible so any changes made in Sporting Pulse are reflected. Games will only be visible on Game Day, so you will not be able to see games that have been downloaded previously.

2) SET UP GAME DAY

- Place the computer on the score bench
- Ensure computer is connected to a power source and working
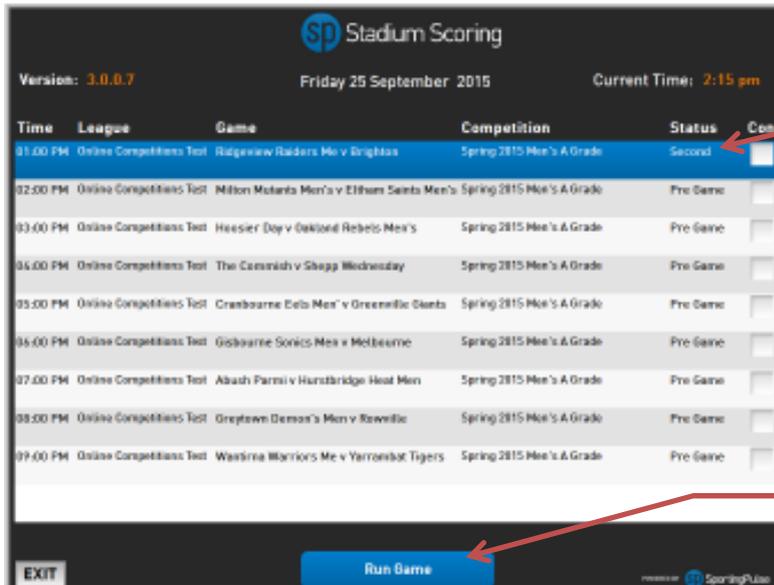- Ensure mouse is connected and working
- Run "Stadium Scoring" program

Double click on the Stadium Scoring icon

Select **'Run Downloaded Games'**. Games will be downloaded for the venue
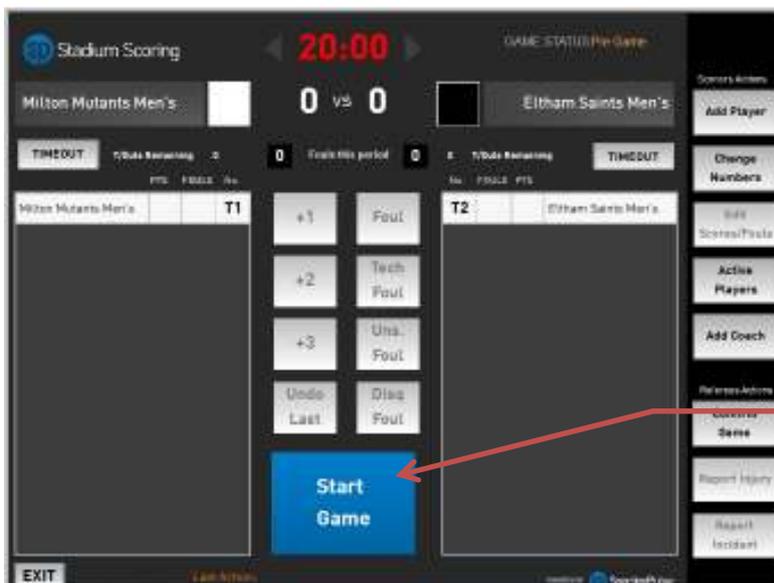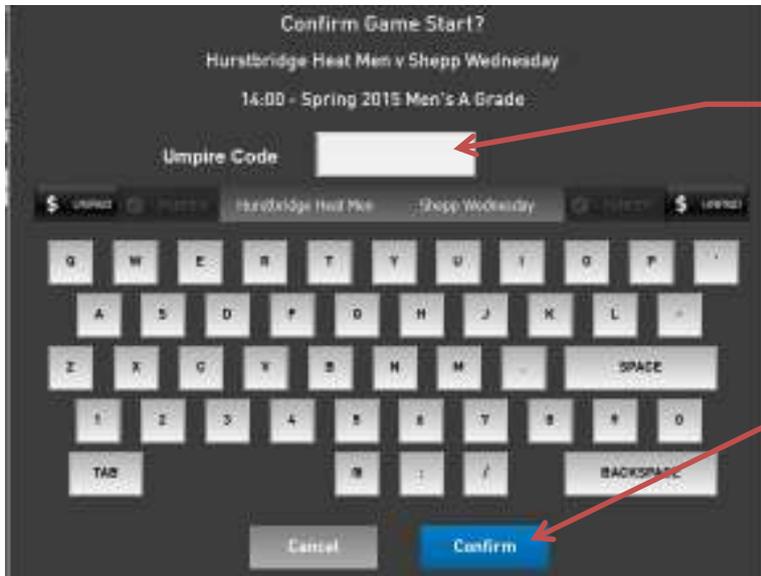
3) PREPARATION FOR A GAME

a) SELECTING A GAME

Select game to be played

Select **'Run Game'**

- To begin assigning players to the game, we need to 'Start Game'

Referee selects **'Start Game'**

Referee enters Umpire Code **'abc123'**

Select **'Confirm'**

- The Umpire Code can be either uppercase or lowercase

b) ASSIGNING TEAM MEMBERS TO THE GAME

Click the box next to the player to confirm they are playing

To add a player not listed select **'Add New Player'**

- Players with a tick will appear on the scoring screen
- Note that new players added will appear on the team list in future games unless removed by the clubs. Make sure players are not ticked if they are not playing

b) ASSIGNING TEAM MEMBERS TO THE GAME (cont)

Select the team the player is being added to

Enter all player details

Once complete select **'Confirm'**

- Enter players First Name, Surname, Date Of Birth, Suburb, Postcode, Player Number and Gender

Once correct select **'Confirm and Continue'**

- If details are not correct click on **'Make Correction'**
- If details are correct click on **'Confirm and Continue'**
- If another player needs to be added click on **'Confirm and Add Another'**

c) ADDING/CHANGING SINGLET NUMBERS
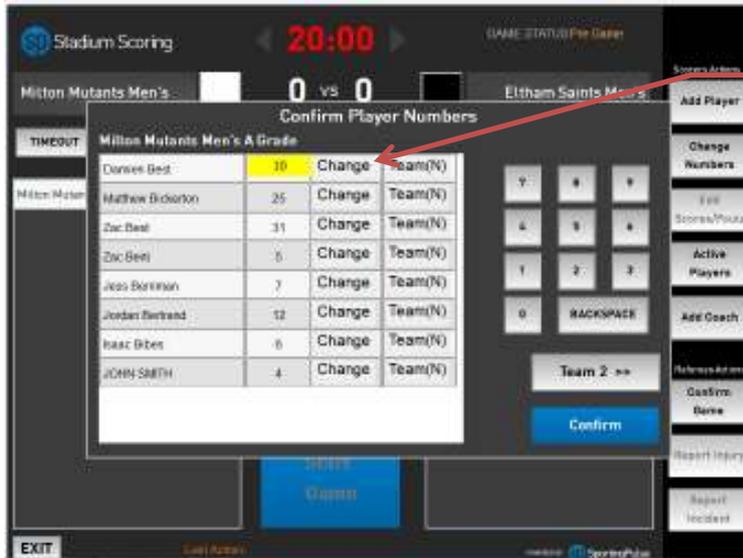
Select **'Change'** and enter Singlet number

- If the player is wearing a loan singlet or clash singlet and you don't want the number permanently changed leave as **'Team(N)'**
- If the players singlet number has changed permanently click to **'Team(Y)**
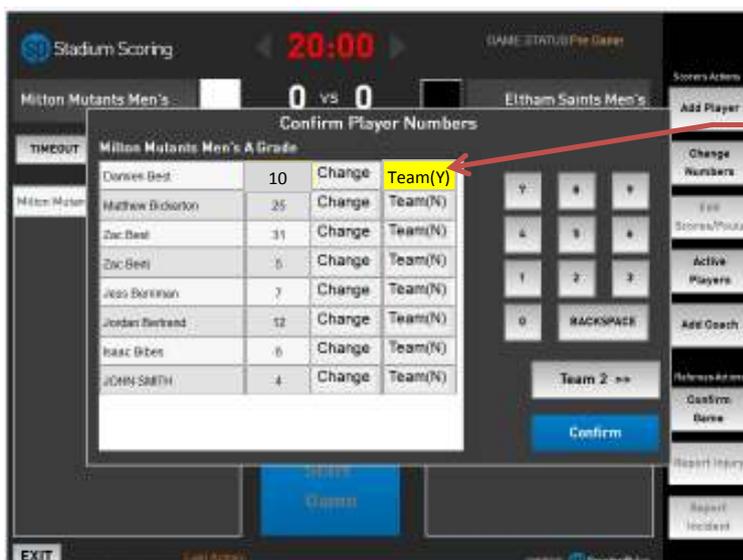
Click on **'Team(N)'** and it will change to **'Team(Y)'** to record the change as permanent

- Repeat for Team 2 and click **'Confirm'**

d) ADDING A COACH TO THE TEAM

*** Until advised otherwise we do NOT want coaches added ***

**If the coach's name is already listed please select it, otherwise leave blank.
No fines are issued if a coach's name isn't added.**

Select coach if already listed

e) ADDING PLAYERS/SINGLET NUMBERS AFTER THE GAME HAS STARTED

If the game has started and you need to add a new player select **'Add Player'**

If the game has started and you need to change a singlet number select **'Change Numbers'**
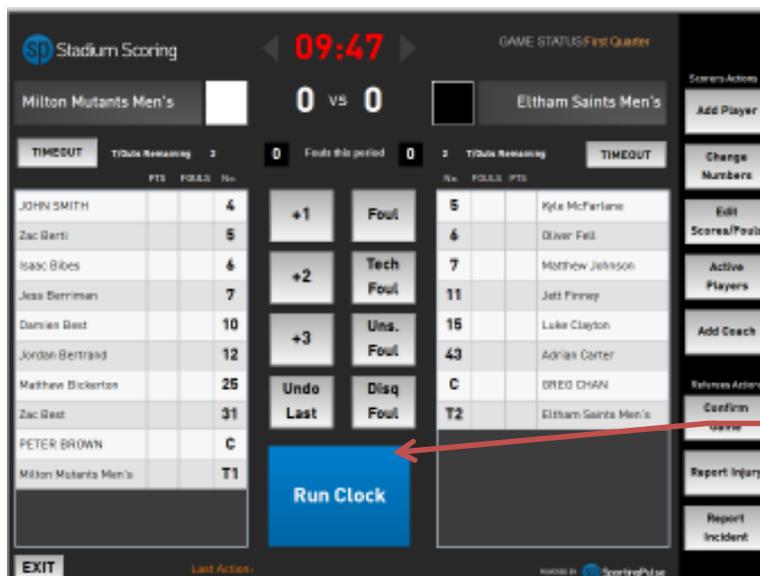
If you want to select a player not previously selected, click on **'Active Players'**

4) START OF GAME

a) REFEREE STARTING THE GAME

*** Note this is not the official clock for the game. The score board clock is what determines the time remaining in a game ***

Select **'Run Clock'** when games start

- Scores and fouls can still be added if the Stadium Scoring clock finishes

b) ADDING A SCORE TO A PLAYER

Select **'Player'** who has scored

Select **'Points'** scored

Team score is shown here

- When a player scores, click on their name and then the appropriate score i.e. +1 for each free throw made, +2 for a field goal and +3 for a 3 point goal
- The players progressive score appears beside their name and the progressive team score is added to the display at the top of the screen

c) ADDING A FOUL TO A PLAYER

Select **'Player'** who has fouled

Select type of **'Foul'**

Team fouls are shown here

- When a player fouls, click on their name and then the appropriate foul
- The players fouls appears beside their name and the progressive team fouls are added to the display at the top of the screen
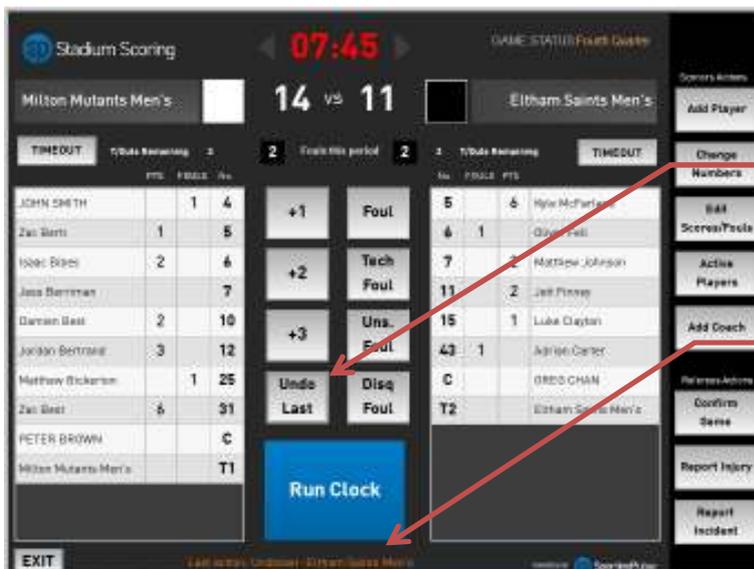
d) TIMEOUTS
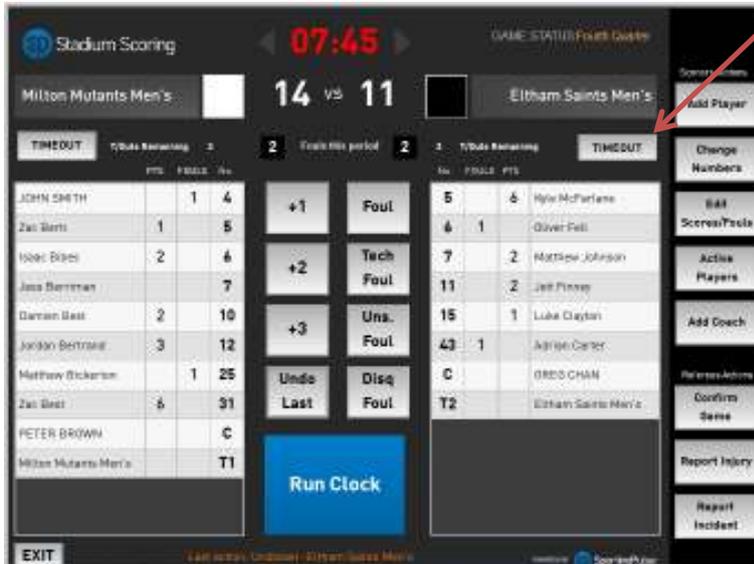
Select **'Timeout'** under the team calling the timeout

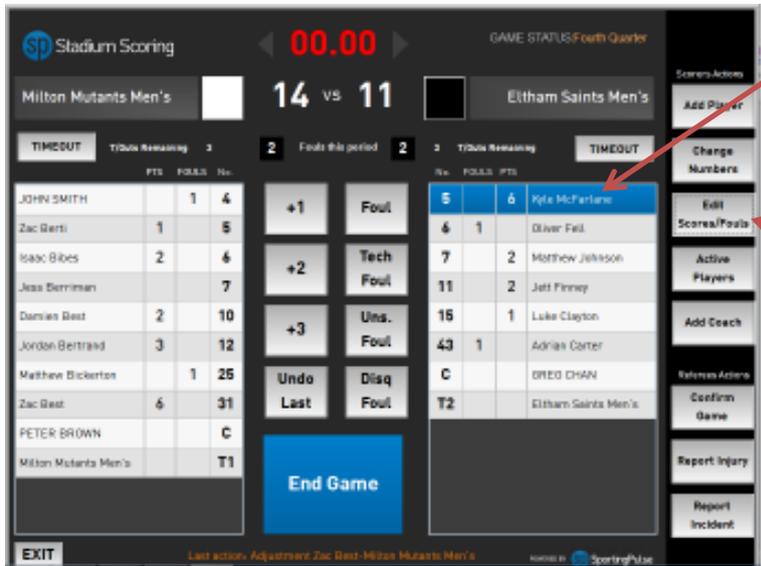- If a team calls a Time out click on **'Timeout'** for the appropriate team

e) UNDO LAST ENTRY

Select **"Undo last"** to correct an error just made
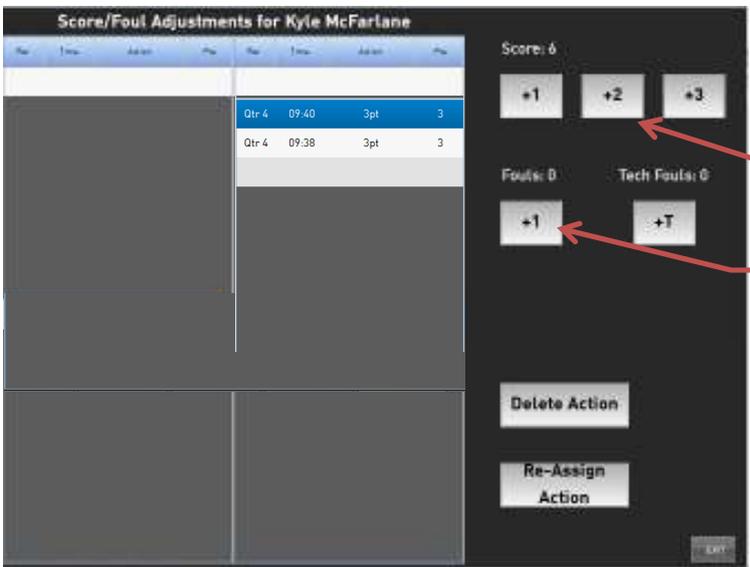
Details of last score or foul entered can be seen here

f) ADJUSTING EARLIER ERRORS

Select **"Player"** to amend

Select **"Edit Scores/Fouls"**

To add points

To add a foul

- To add a score click on either +1, +2 or +3 (under scores)
- To add a foul click on +1 (under fouls)

1st Half entries

2nd Half entries

To delete an entry, select the entry above and then select **'Delete Action'**

- To delete a score or foul, highlight the action to be deleted and click **'Delete Action'**
- Click **'Exit'**

g) ALTERING THE TIME ON THE CLOCK

Select 'Stop Clock'

g) ALTERING THE TIME ON THE CLOCK (cont)
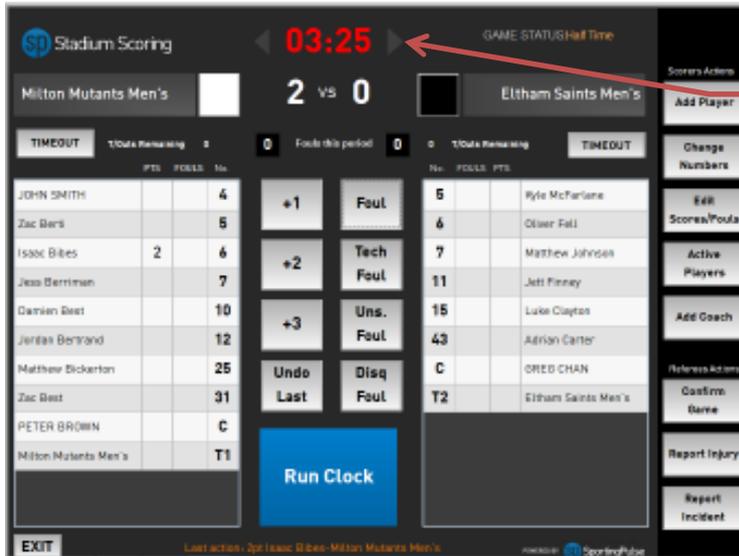
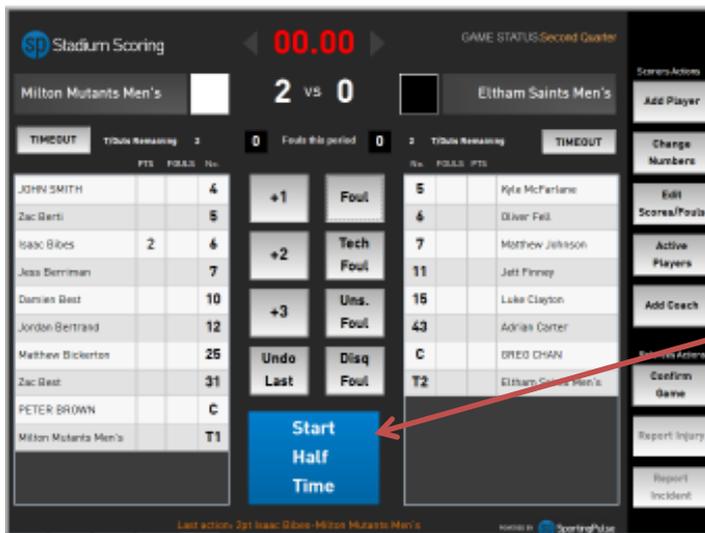Click on the red clock
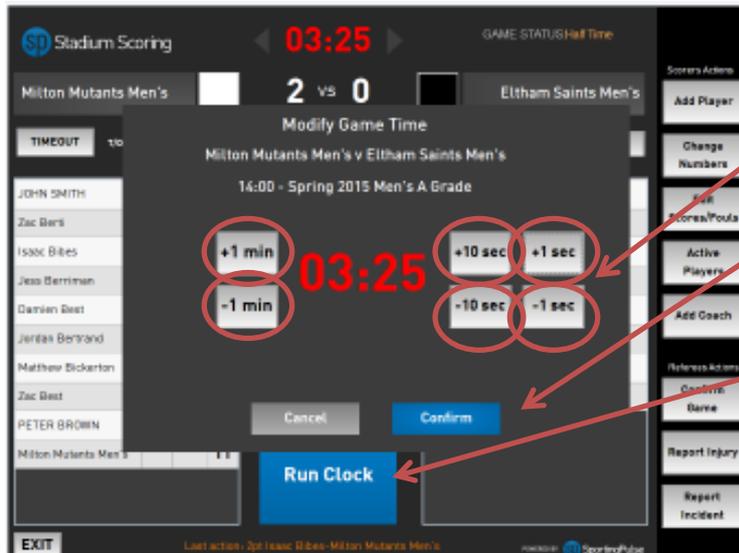
Adjust time

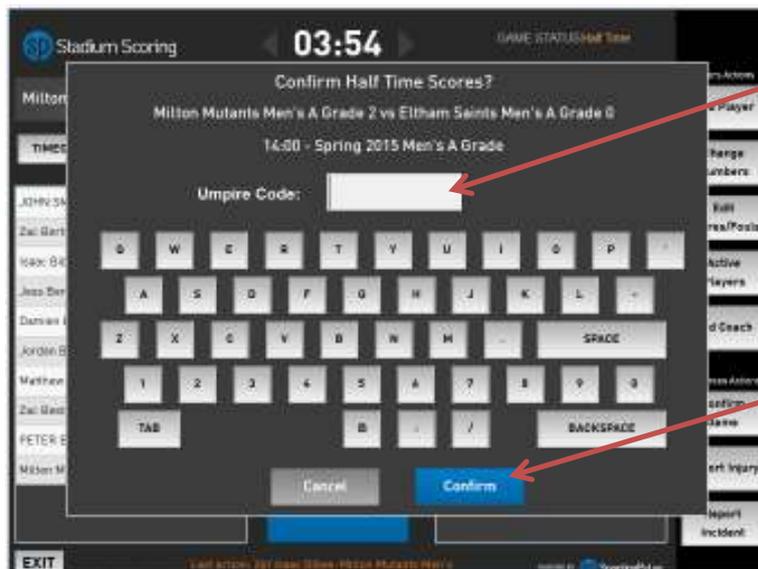Select '**Confirm**'

Select '**Run Clock**'

- Adjust the time using +/- min or sec

5) **HALF TIME**

a) **REFEREE STARTING HALF TIME**

Referee select '**Start Half Time**'

Referee enters Umpire Code **'abc123'**

Select **'Confirm'**
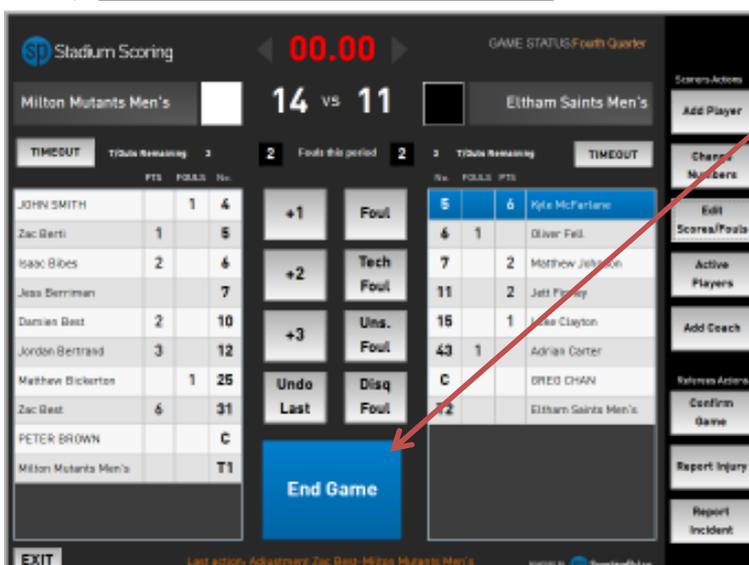
b) REFEREE CONFIRMING PLAYERS

Check number of players ticked are the same as the number of players on the bench

Select **'Confirm'**

- Referee checks the number of players for each team and click confirm (if there are less players on the bench than on the computer, remove the players that are absent)
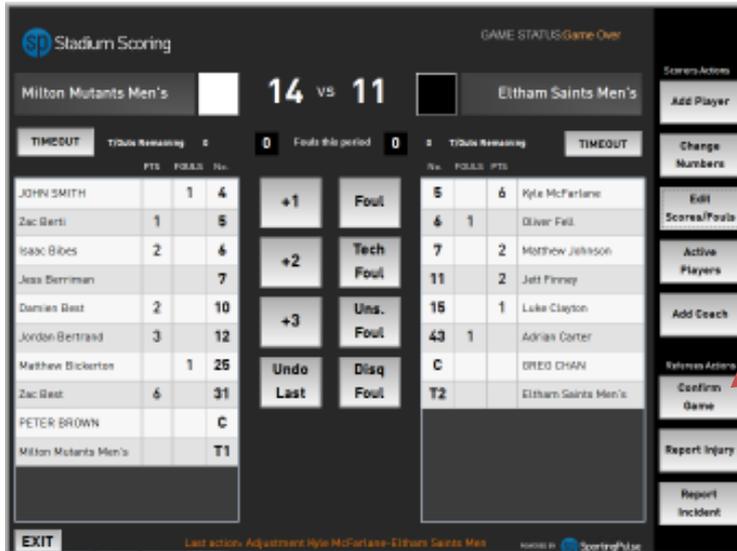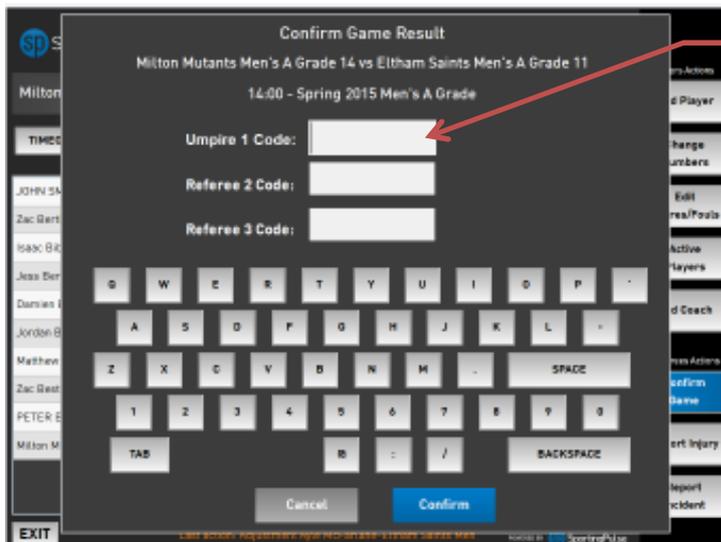
6) POST GAME

a) REFEREE CLOSING THE GAME

After the referee has checked the score is correct, select **'End Game'**
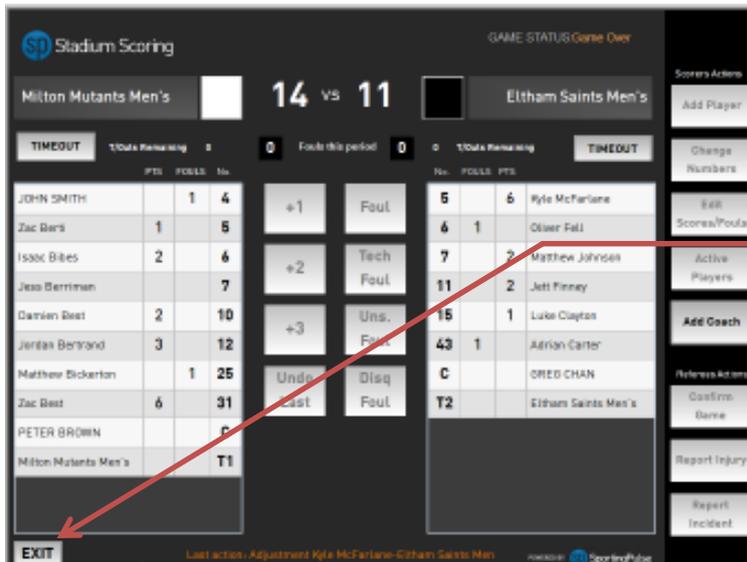
a) REFEREE CLOSING THE GAME (cont)

To finish the game select **'Confirm Game'**

Referee Enters Umpire 1 Code **'abc123'**

- Note: Referee 2 Code and Referee 3 Code are not required

a) REFEREE CLOSING THE GAME (cont)

To exit the game select **'Exit'**

b) UPLOADING SCORES

- When all the games have finished for the day, connect to the internet

Double click on the Stadium Scoring icon

b) UPLOADING SCORES (cont)

Click on **'Run Downloaded Games'**. Results will be uploaded

- Result for the stadium will be uploaded when the '**Run Downloaded Games'** is clicked
- Exit out of stadium scoring
- Note: Scores will be uploaded during the day every time you exit a game if the computer is connected to the internet