

# STADIUM SCORING USER MANUAL

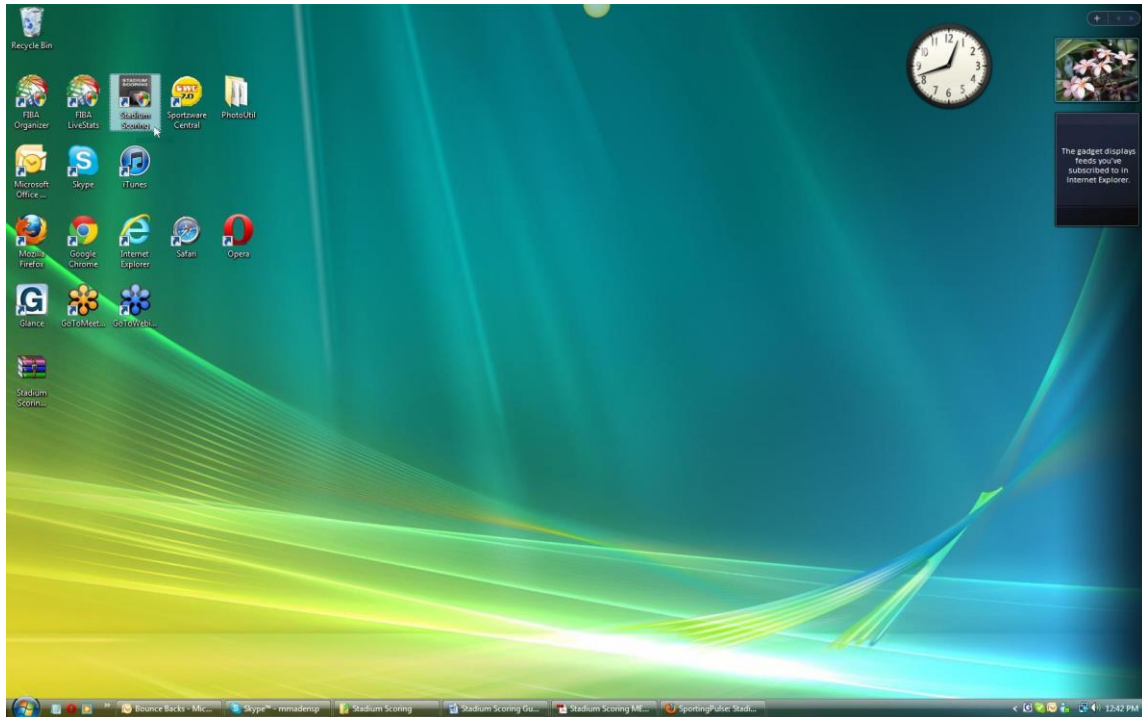


An overview of the use of SportingPulse Stadium Scoring for Junior and Senior Domestic Competitions

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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

**SportingPulse Stadium Scoring**

Version: 2.0.0.4      Tuesday 25 October 2011      Current Time: 1:26 pm


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

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

## Start the Game – REFEREE



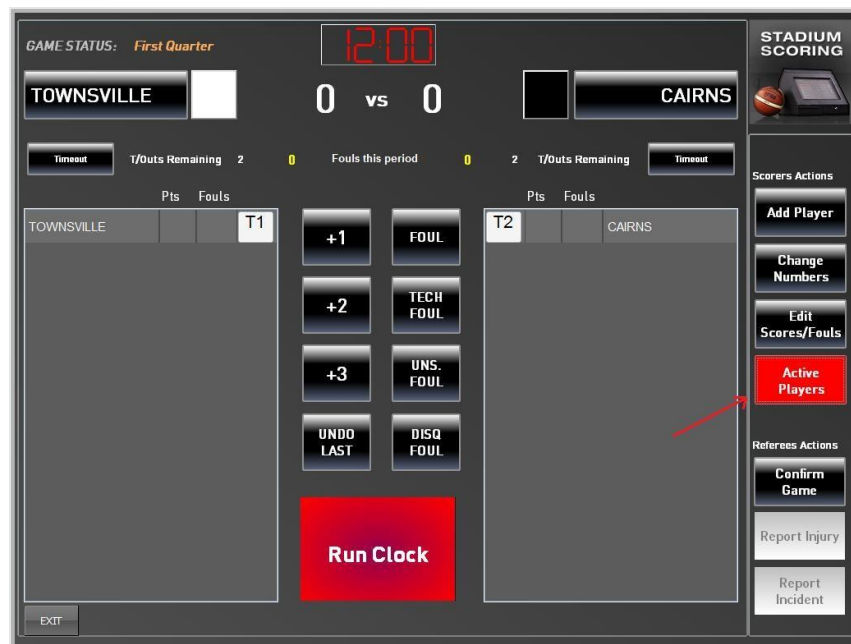
The screen displays the following information:

- Confirm Game Start?**
- TOWNSVILLE v CAIRNS**
- 19:00 - Men's A Grade - Thursday**
- Umpire Code** field with a masked input (\*\*\*\*\*).
- Scoreboard area with **TOWNSVILLE forfeits** and **CAIRNS forfeits** labels.
- A virtual keyboard with the following layout:
  - Row 1: Q, W, E, R, T, Y, U, I, O, P, '
  - Row 2: A, S, D, F, G, H, J, K, L, -
  - Row 3: Z, X, C, V, B, N, M, ., SPACE
  - Row 4: 1, 2, 3, 4, 5, 6, 7, 8, 9, 0
  - Row 5: TAB, :, /, BACKSPACE
- Cancel** and **Confirm** buttons at the bottom.

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

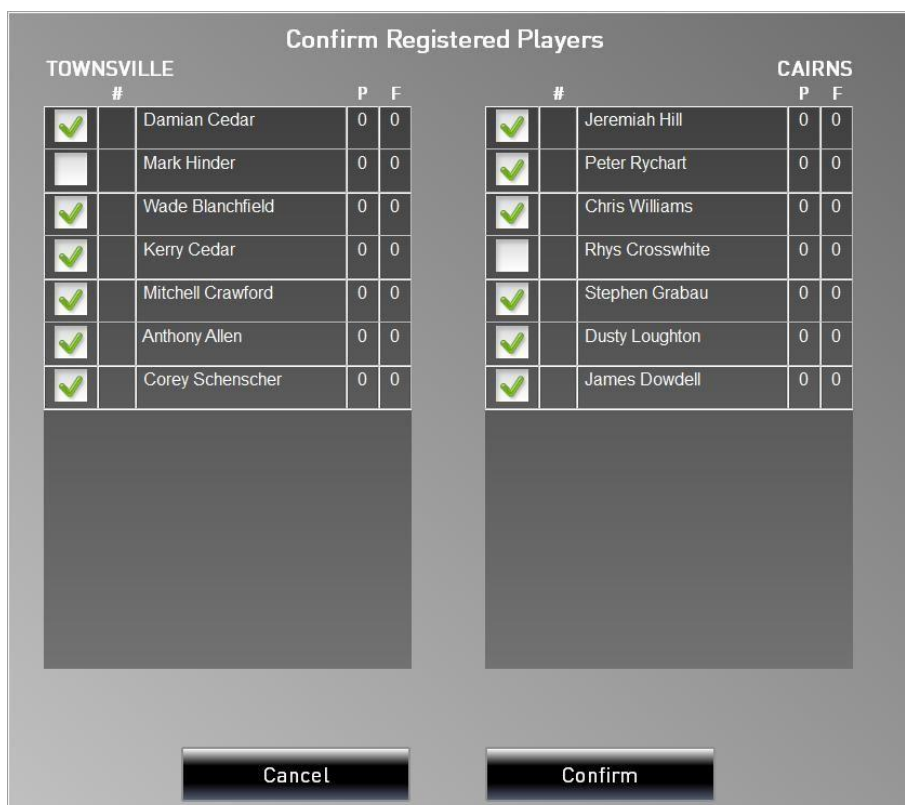
You will now be select active players and add any new players into the system.

## 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.

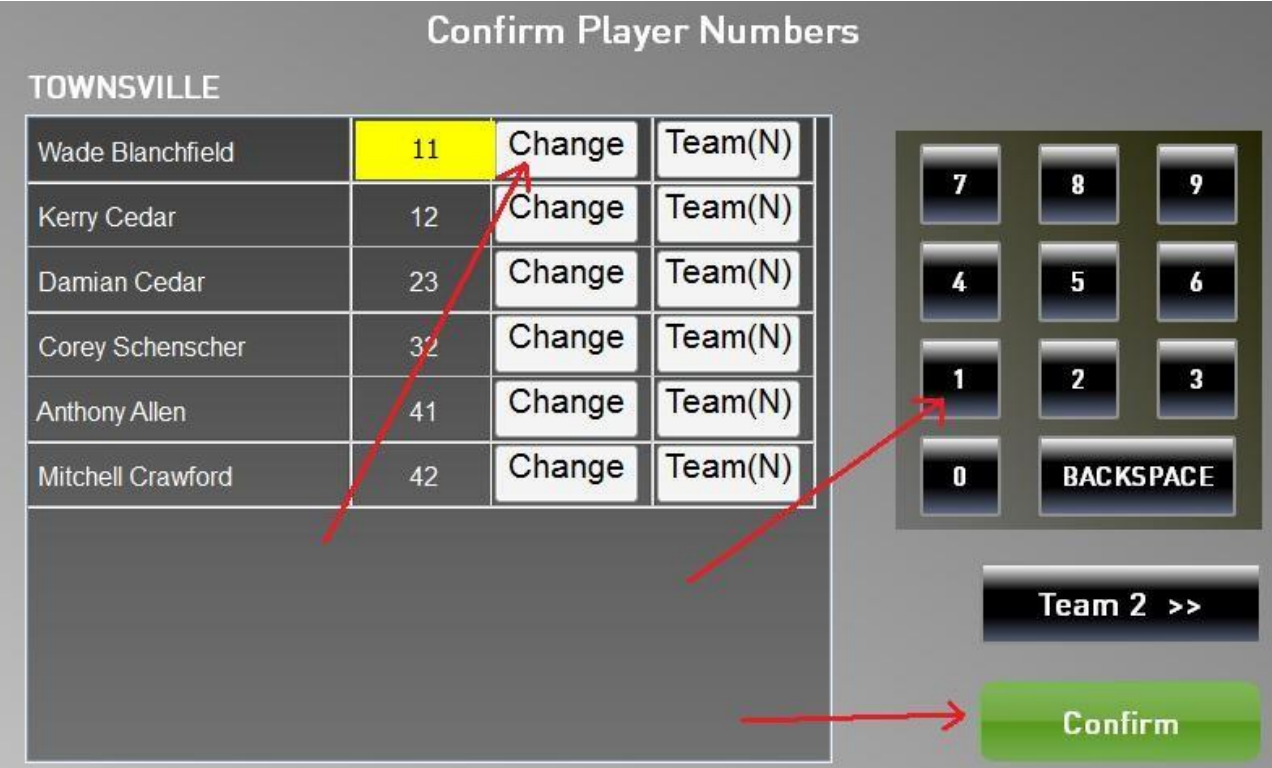
When completed, just touch the "Confirm" button to move to the next screen.

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



**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

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**

7

8

9

4

5

6

1

2

3

0

BACKSPACE

<< Team 1

Confirm


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)

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



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

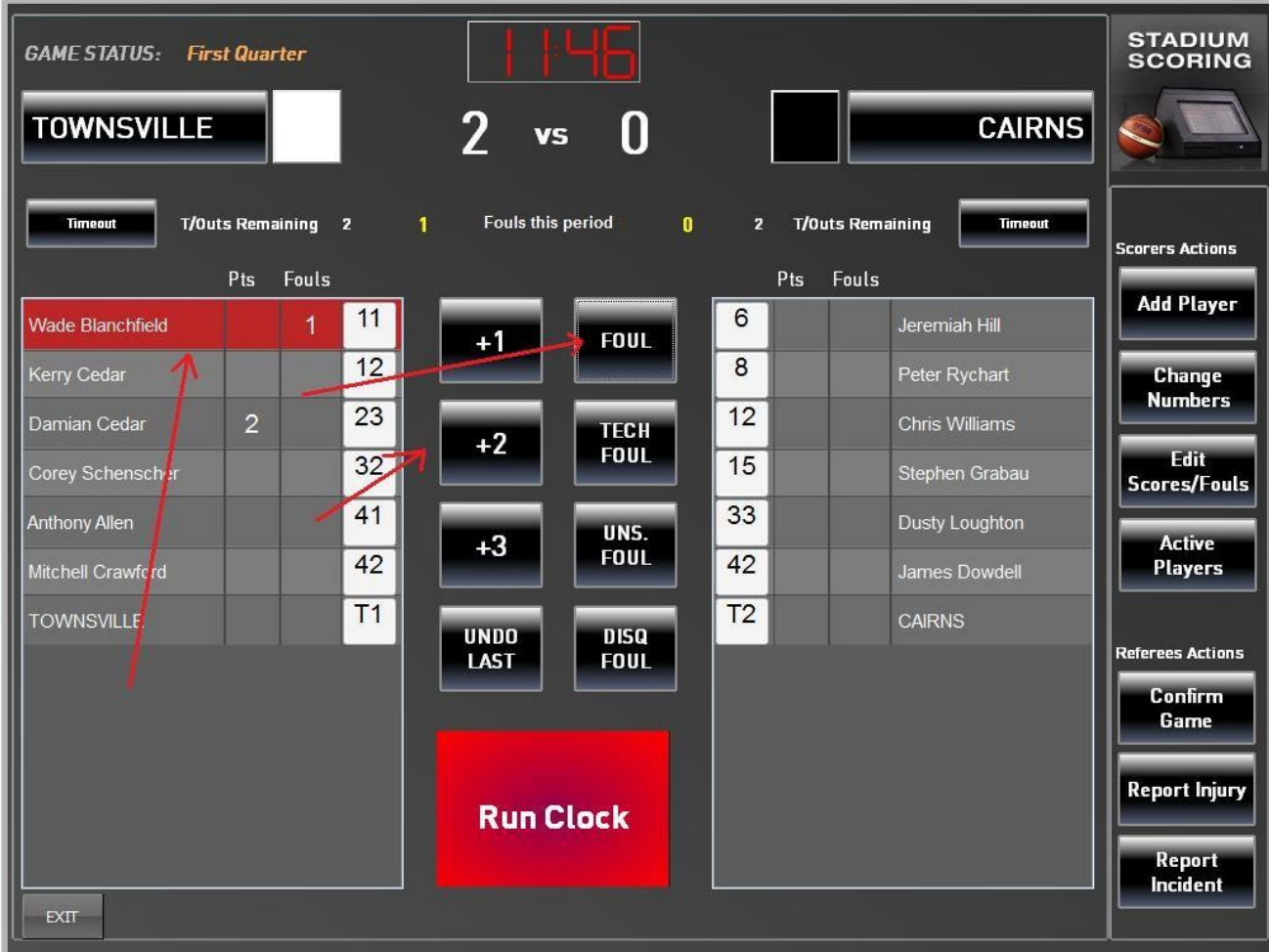
Cancel Confirm

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*

**11:46**

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

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

	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**

**Run Clock**

**EXIT**

**STADIUM SCORING**

**Scorers Actions**

**Add Player**

**Change Numbers**

**Edit Scores/Fouls**

**Active Players**

**Referees Actions**

**Confirm Game**

**Report Injury**

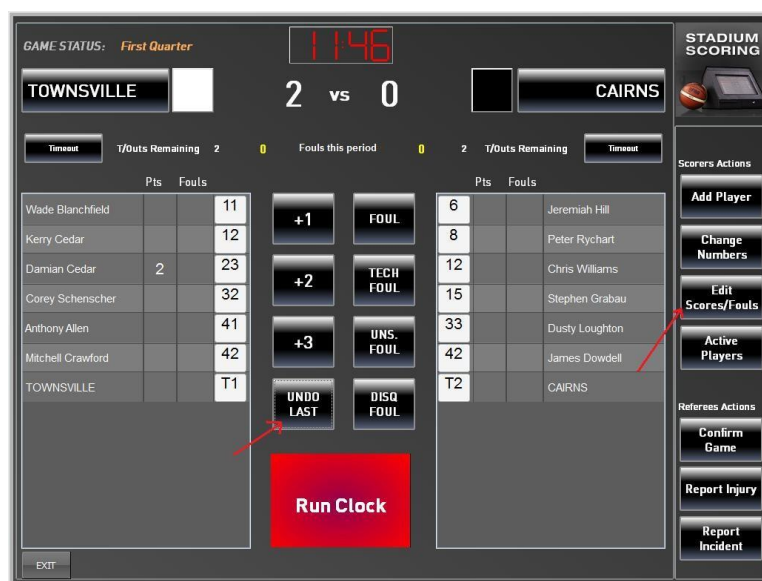
**Report Incident**

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.

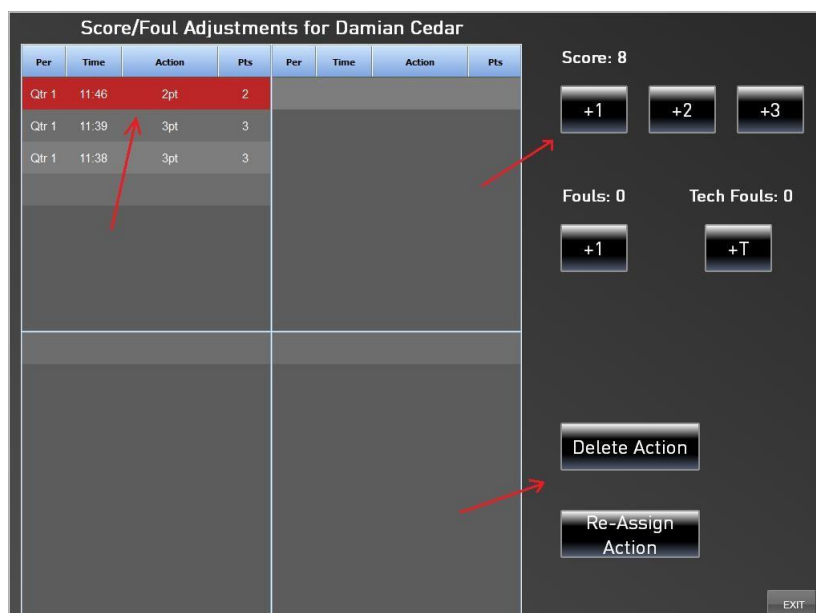
Bench Technical fouls are recorded by highlighting the Team Name line at the bottom of the player list (instead of a player name). Any points for an unknown player can also be recorded on this Team line.

## Corrections during a Game



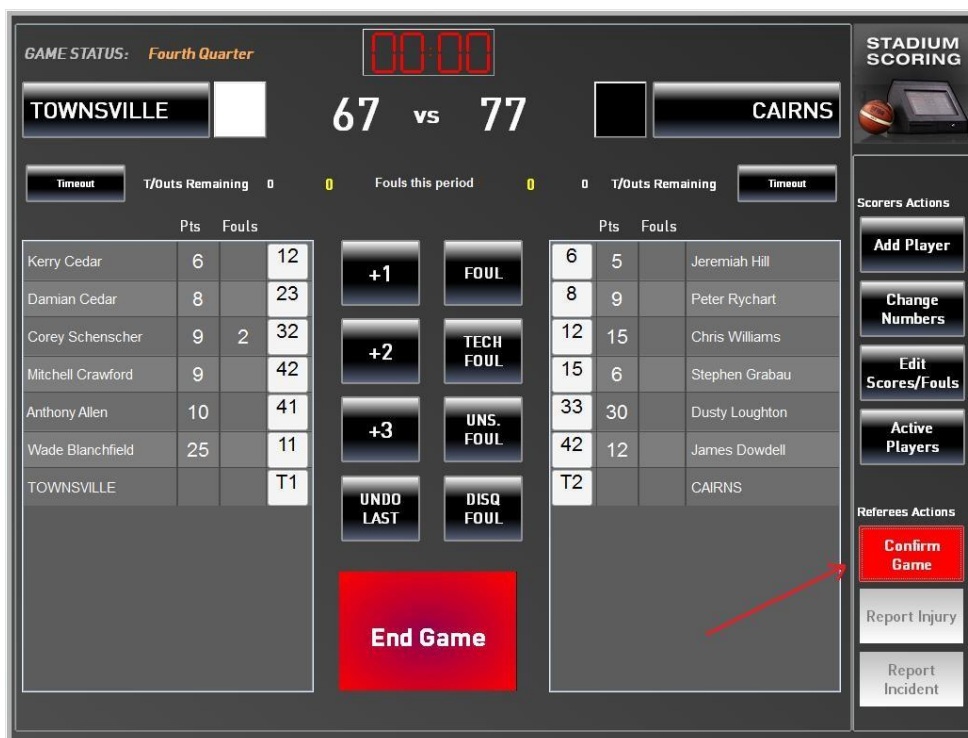
If you discover an error immediately, then you can touch the “Undo Last” button to have the last action cancelled. (Note: This only works on the last action and only allows one undo).

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

## Confirm the Game - REFEREE



**GAME STATUS:** Fourth Quarter

**TOWNSVILLE** 67 vs 77 **CAIRNS**

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

	Pts	Fouls
Kerry Cedar	6	12
Damian Cedar	8	23
Corey Schenschler	9	2
Mitchell Crawford	9	42
Anthony Allen	10	41
Wade Blanchfield	25	11
TOWNSVILLE		T1

+1 FOUL

+2 TECH FOUL

+3 UNS. FOUL

UNDO LAST DISQ FOUL

**End Game**

	Pts	Fouls
6	5	Jeremiah Hill
8	9	Peter Rychart
12	15	Chris Williams
15	6	Stephen Grabau
33	30	Dusty Loughton
42	12	James Dowdell
T2		CAIRNS

**STADIUM SCORING**

**Scorers Actions**

Add Player

Change Numbers

Edit Scores/Fouls

Active Players

**Referees Actions**

Confirm Game

Report Injury

Report Incident

When the game is over, the referee will confirm the game results by touching the “Confirm Game” button.



**GAME STATUS:** First Quarter

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

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

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

+1 FOUL

+2 TECH FOUL

+3 UNS. FOUL

UNDO LAST DISQ FOUL

**Run Clock**

	Pts	Fouls
6		Jeremiah Hill
8		Peter Rychart
12		Chris Williams
15		Stephen Grabau
33		Dusty Loughton
42		James Dowdell
T2		CAIRNS

**STADIUM SCORING**

**Scorers Actions**

Add Player

Change Numbers

Edit Scores/Fouls

Active Players

**Referees Actions**

Confirm Game

Report Injury

Report Incident

EXIT

The referee will enter their code to confirm the game result and touch the “Confirm” button.