

MELBOURNE EAST BASKETBALL ASSOCIATION INC. & GREATER EASTERN
BASKETBALL CONFERENCE.

ELECTRONIC STADIUM SCORING

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



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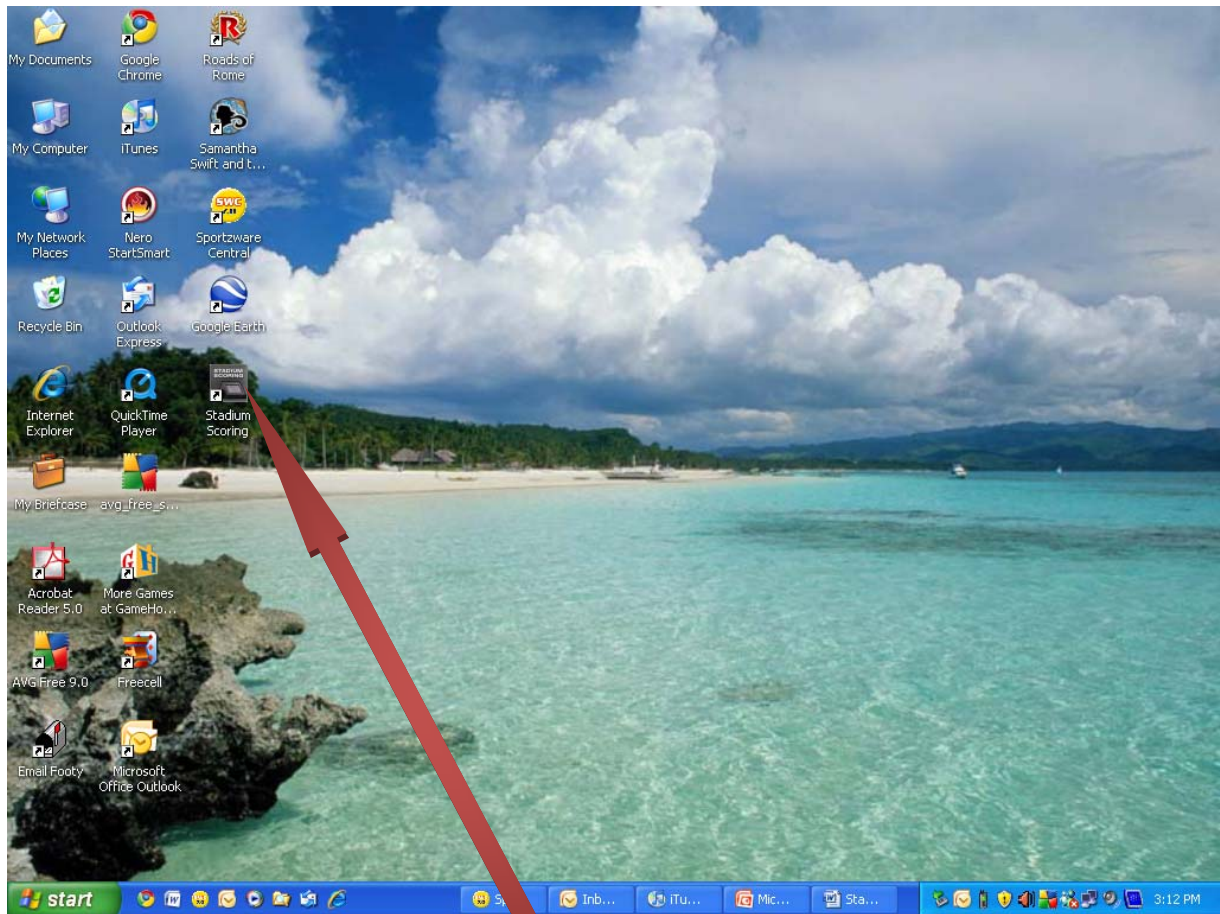
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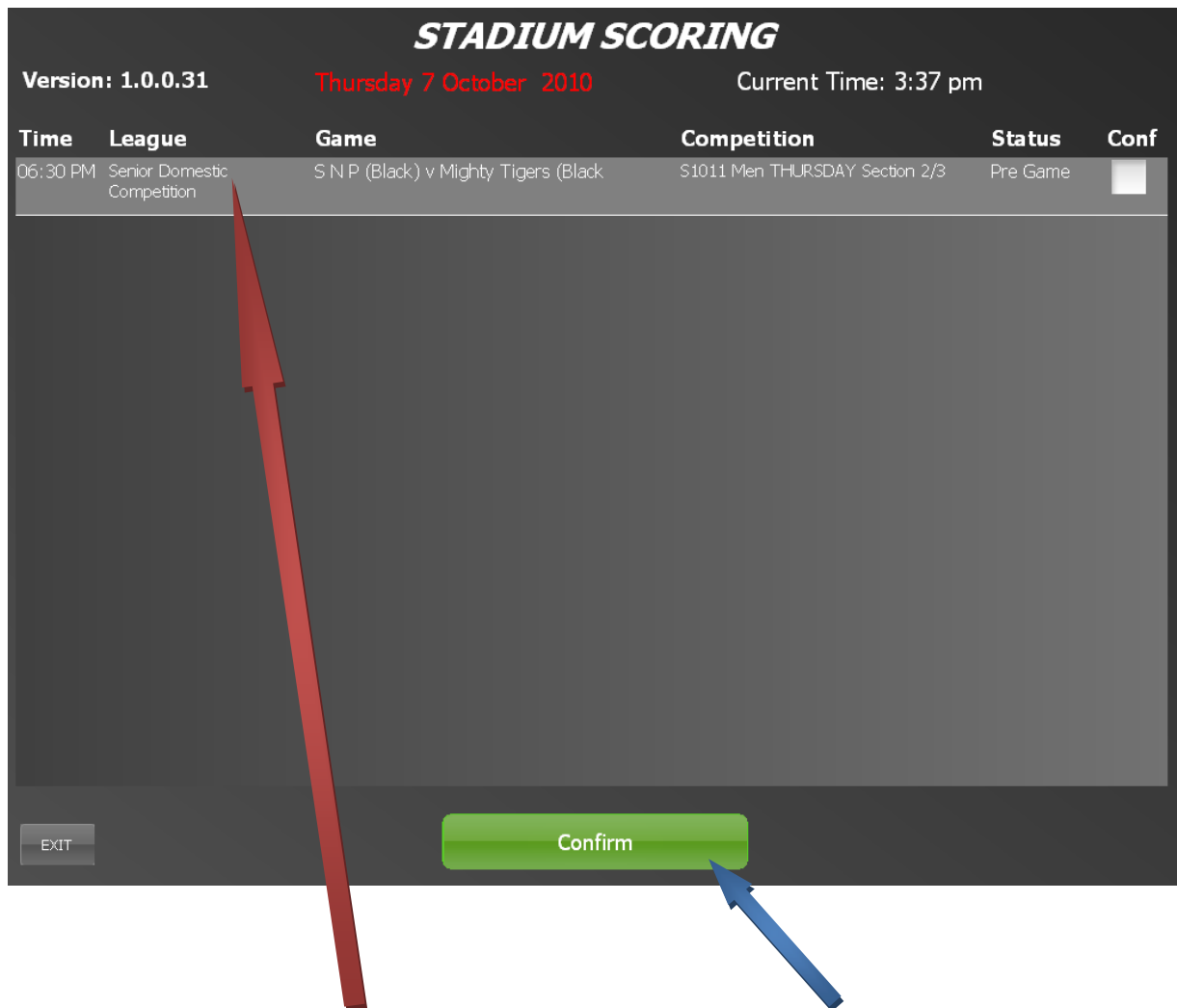
1 Login to Electronic Stadium Scoring



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.

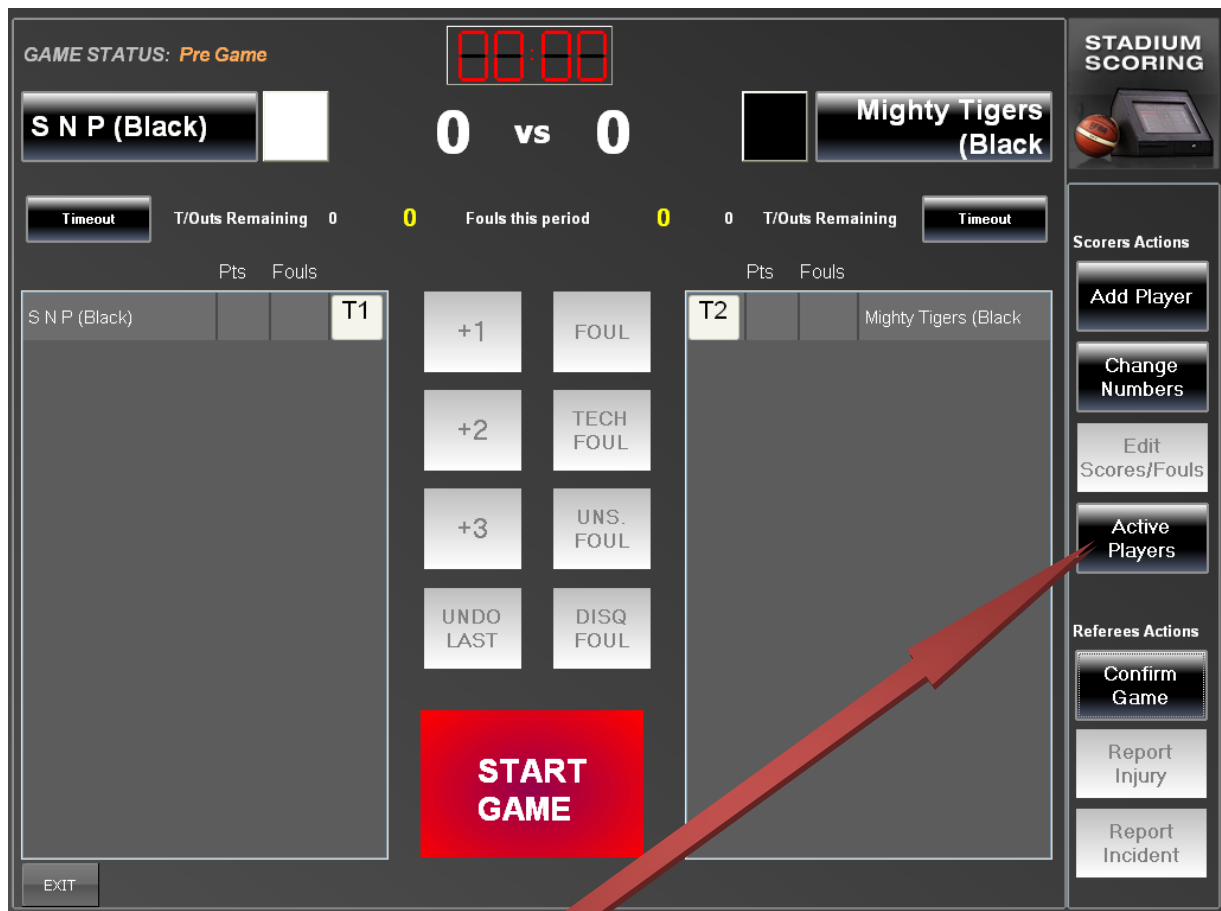
NOTE: The term "Touch" applies to the Touch Screen scoring units in use at Nunawading Basketball Centre and at Maroondah Indoor Sports. Where a laptop computer with mouse is in use, the expression "Touch" will translate to Left Mouse Click.

2 Select a Game



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

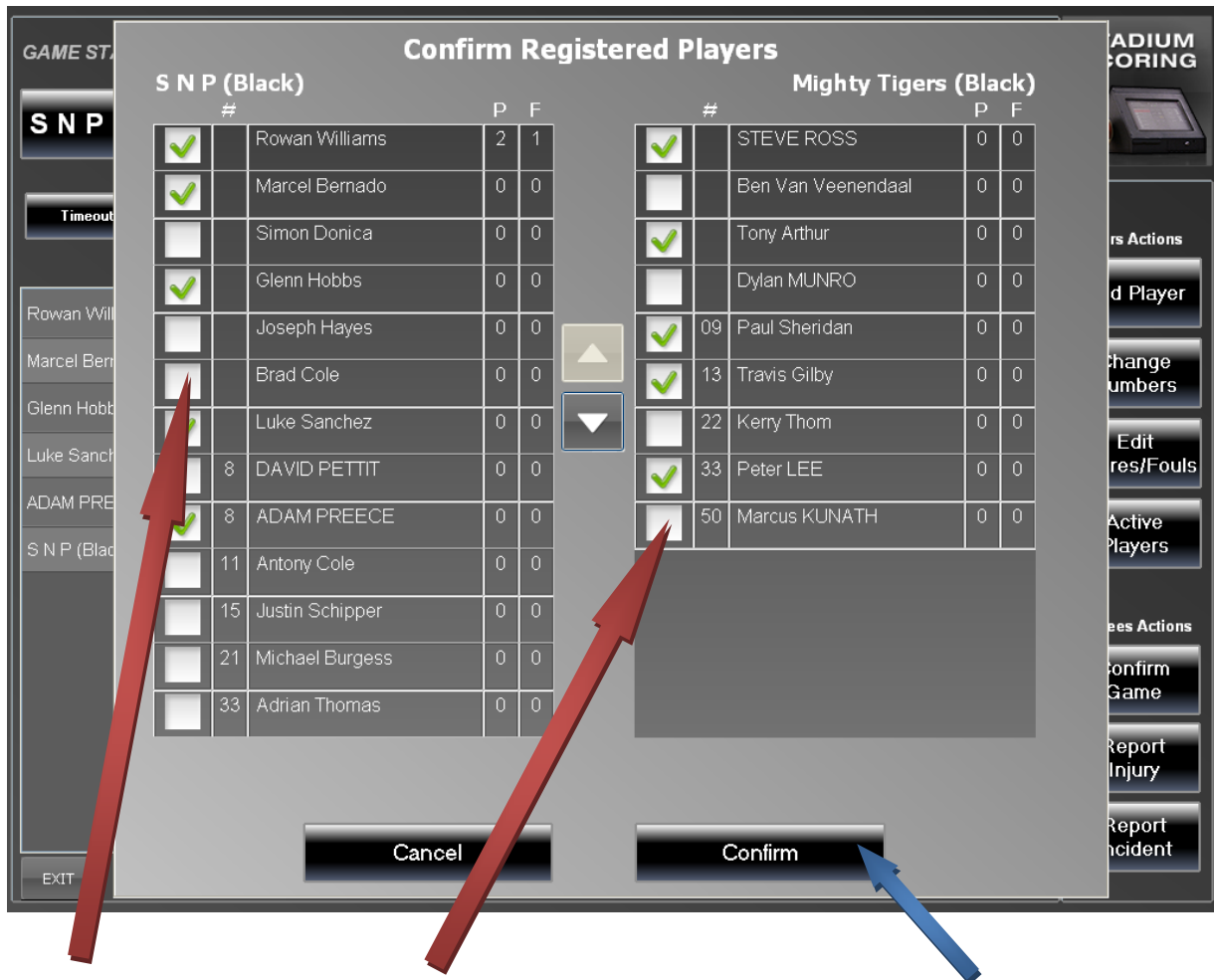
3 Active Players



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.

4 Select Players

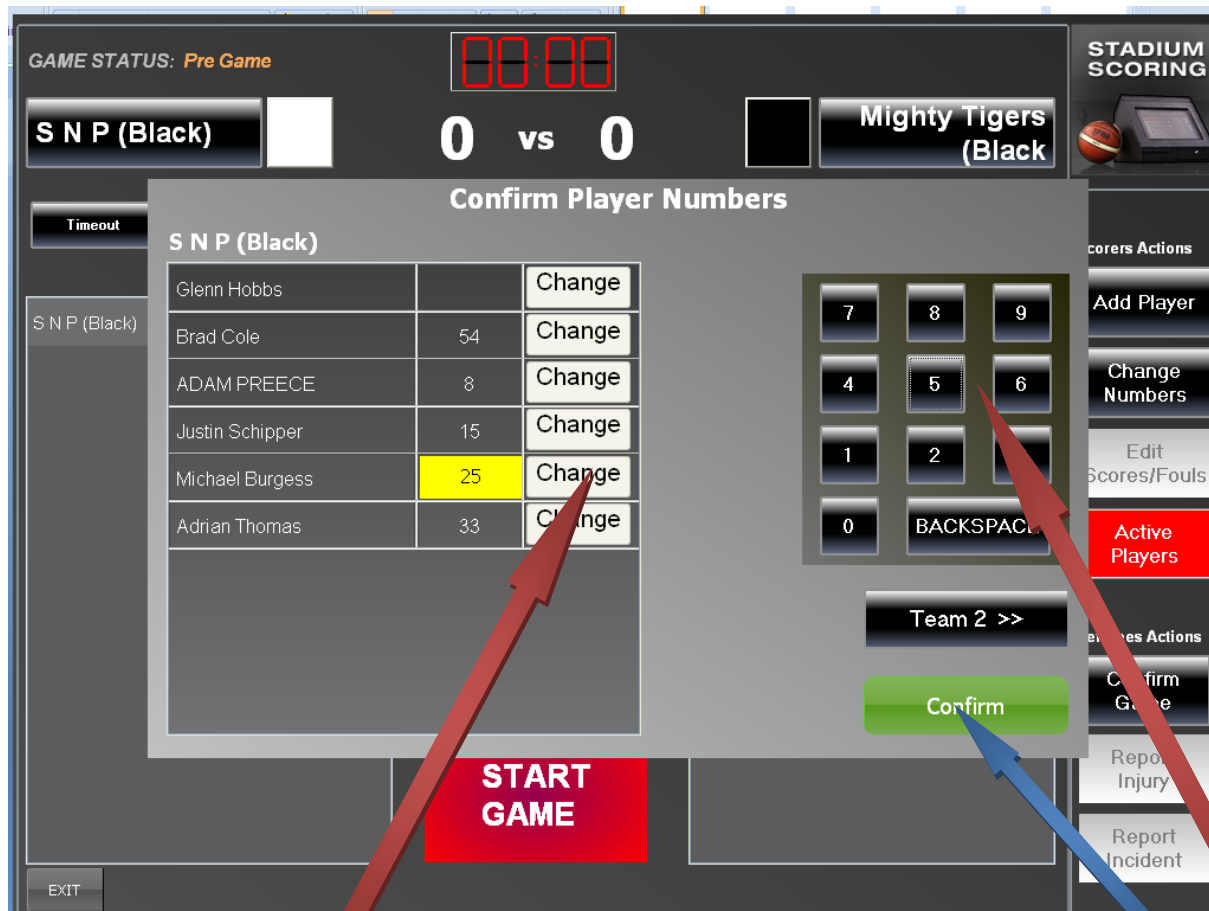


Touching the white square next to a players name brings up a green tick and these are the players who will appear on the scoring screen. When completed, just touch the “Confirm” button to move to the next screen. At the next screen, you can edit and confirm players numbers for Team 1.

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.

5 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.

6 Player Numbers (continued)

The screenshot displays the 'Confirm Player Numbers' interface for the Mighty Tigers (Black) team. The game status is 'Pre Game' with a score of 0 vs 0. The interface includes a keypad for entering numbers, a list of players with 'Change' buttons, and a 'Confirm' button. A red 'START GAME' button is also visible.

Mighty Tigers (Black)		
Change	51	Ben Van Veenendaal
Change	09	Paul Sheridan
Change	13	Travis Gilby
Change	22	Kerry Thom
Change	6	Peter LEE
Change	50	Marcus KUNATH

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 you will return to the scoring screen.

7 Add a Player

GAME STATUS: Pre Game

S N P (Black) **0 vs 0** **Mighty Tigers (Black)**

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

	Pts	Fouls
Glenn Hobbs		
ADAM PREECE		8
Justin Schipper		15
Michael Burgess		25
Adrian Thomas		33
Brad Cole		54
S N P (Black)		T1

+1 FOUL

+2 TECH FOUL

+3 UNS. FOUL

UNDO LAST DISQ FOUL

	Pts	Fouls
6		
09		
13		
22		
50		
51		
T2		
Peter LEE		
Paul Sheridan		
Travis Gilby		
Kerry Thom		
Marcus KUN		
Ben Van denendaal		
Mighty Tigers (Black)		

START GAME

EXIT

STADIUM SCORING

Scorers Actions

Add Player

Change Numbers

Edit Scores/Fouls

Active Players

Referees Actions

Confirm Game

Report Injury

Report Incident

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

7 Enter Player Detail

The screenshot shows a mobile application interface for adding a new player. At the top, the title is "ADD A NEW PLAYER". Below it, the text "THIS IS A NEW PLAYER FOR" is followed by two team selection options: "S N P (Black)" and "Mighty Tigers (Black)", each with a small white box next to it. A red arrow points to the white box next to "Mighty Tigers (Black)". Below the team selection, there is a keyboard overlay with various keys including Q, W, E, R, T, Y, I, O, P, A, S, D, F, G, H, J, K, L, Z, X, C, V, B, N, M, SPACE, TAB, and BACKSPACE. Below the keyboard, there are several input fields: "FIRST NAME:" (highlighted in yellow), "SURNAME:", "DOB:" (with fields for dd, mm, yyyy), "SUBURB:", "POST CODE:", "PLAYER NUMBER:", and "GENDER:" (with buttons for M and F). A red arrow points to the "FIRST NAME:" field. At the bottom, there are two buttons: "Cancel" and "Confirm". A blue arrow points to the "Confirm" button.

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

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

9 Start the Game - REFEREE

GAME STATUS: Pre Game

00:00

S N P (Black) 0 vs 0 **Mighty Tigers (Black)**

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

S N P (Black)			Mighty Tigers (Black)		
	Pts	Fouls		Pts	Fouls
Glenn Hobbs			+1	6	
ADAM PREECE		8		09	
Justin Schipper		15	+2	13	
Michael Burgess		25		22	
Adrian Thomas		33		50	
Brad Cole		54	+3	51	
S N P (Black)		T1		T2	

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

START GAME

EXIT

STADIUM SCORING

Scorers Actions

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

Referees Actions

- Confirm Game
- Report Injury
- Report Incident

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

The time on the Timer at the top of the screen will show the game time (20min or 18min) and the clock will start to run.

10 Scoring

The screenshot displays a basketball game scoring interface. At the top, it shows 'GAME STATUS: First Half' and a digital clock at 18:47. The score is 6 vs 0. The interface includes player lists for both teams with columns for Pts and Fouls. A central control panel has buttons for +1, +2, +3, FOUL, TECH FOUL, UNS. FOUL, and DISQ. FOUL. A red 'Stop Clock' button is at the bottom. On the right, there are 'STADIUM SCORING' and 'Scorers Actions' (Add Player, Change Numbers, Edit Scores/Fouls, Active Players) and 'Referees Actions' (Confirm Game, Report Injury, Report Incident) buttons. Red arrows point to the player name 'Michael Burgess' and the '+2' button. A green arrow points to the 'TECH FOUL' button.

Points are recorded by touching the players name (it's then highlighted in red) and touching the appropriate score. Ie +1 (foreach 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 number 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.

11 Corrections during a Game

GAME STATUS: *First Half*

18:47

S N P (Black) 6 vs 0 Mighty Tigers (Black)

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

	Pts	Fouls		Pts	Fouls	
Glenn Hobbs			+1	6		Peter LEE
ADAM PREECE	3	8	FOUL	09		Paul Sheridan
Justin Schipper	1	15	+2	13		Travis Gilby
Michael Burgess		25	TECH FOUL	22		Kerry Thom
Adrian Thomas		1	33	50		Marcus KUNATH
Brad Cole	2	54	+3	51		Ben Van Veenendaal
S N P (Black)		T1	UNDO LAST	T2		Mighty Tigers (Black)
			DISQ FOUL			

STADIUM SCORING

Scorers Actions

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

Referees Actions

- Confirm Game
- Report Injury
- Report Incident

Stop Clock

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.

12 Corrections during a Game (continued)

Per	Time	Action	Pts	Per	Time	Action	Pts
1st Half	17:55	2pt	2				
1st Half	17:55	foul	0				

Score: 2

+1 +2 +3

Fouls: 1 **Tech Fouls: 0**

+1 +T

Delete Action

Re-Assign Action

EXIT

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.

13 Incident Report

GAME STATUS: First Half

18:47

S N P (Black) 6 vs 0 Mighty Tigers (Black)

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

	Pts	Fouls
Glenn Hobbs		
ADAM PREECE	3	8
Justin Schipper	1	15
Michael Burgess		25
Adrian Thomas		1 33
Brad Cole	2	54
S N P (Black)		T1

+1 **FOUL**

+2 **TECH FOUL**

+3 **UNS. FOUL**

UNDO LAST **DISQ FOUL**

	Pts	Fouls
6		
09		
13		
22		
50		
51		
T2		
Peter LEE		
Paul Sheridan		
Travis Gilby		
Kerry Thom		
Marcus KUNATH		
Ben Van Veenendaal		
Mighty Tigers (Black)		

STADIUM SCORING

Scorers Actions

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

Referees Actions

- Confirm Game
- Report Injury
- Report Incident

Stop Clock

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

14 Incident Report (continued)

Report Incident

Choose players/coaches to report

S N P (Black)

	Luke Sanchez	<input type="checkbox"/>
	Rowan Williams	<input type="checkbox"/>
	Glenn Hobbs	<input type="checkbox"/>
	Marcel Bernado	<input type="checkbox"/>
8	ADAM PREECE	<input type="checkbox"/>
	Coach	<input type="checkbox"/>

Mighty Tigers (Black)

	Tony Arthur	<input type="checkbox"/>
	STEVE ROSS	<input type="checkbox"/>
09	Paul Sheridan	<input type="checkbox"/>
13	Travis Gilby	<input type="checkbox"/>
33	Peter LEE	<input type="checkbox"/>
	Coach	<input type="checkbox"/>

Game Status:
Game Over

Game Time:
00:00

Cancel Confirm

EXIT

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

15 Injury Report

GAME STATUS: First Half

18:47

S N P (Black) 6 vs 0 Mighty Tigers (Black)

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

	Pts	Fouls
Glenn Hobbs		
ADAM PREECE	3	8
Justin Schipper	1	15
Michael Burgess		25
Adrian Thomas		1 33
Brad Cole	2	54
S N P (Black)		T1

+1 **FOUL**

+2 **TECH FOUL**

+3 **UNS. FOUL**

UNDO LAST **DISQ FOUL**

Stop Clock

	Pts	Fouls
6		Peter LEE
09		Paul Sheridan
13		Travis Gilby
22		Kerry Thom
50		Marcus KUNATH
51		Ben Van Veenendaal
T2		Mighty Tigers (Black)

STADIUM SCORING

Scorers Actions

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

Referees Actions

- Confirm Game
- Report Injury
- Report Incident

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.

16 Injury Report (continued)

GAME STATUS: *Game Over* STADIUM SCORING

Report Injury

Choose Player to report

S N P (Black)

	Rowan Williams
	Luke Sanchez
	Glenn Hobbs
	Marcel Bernado
8	ADAM PREECE

Mighty Tigers (Black)

	Tony Arthur
	STEVE ROSS
09	Paul Sheridan
13	Travis Gilby
33	Peter LEE

Game Status:
Game Over

Game Time:
00:00

Injury status:

- Refused Treatment
- No Treatment
- Local First Aid
- Team Assisted
- Ambulance Call

Cancel Confirm

EXIT

Select the player's name.

Select the Injury status/action.

Touch the "Confirm" button.

17 Confirm the Game - REFEREE

The screenshot displays a sports management interface for a game between S N P (Black) and Mighty Tigers (Black). The game is in the First Half, with 18:47 remaining on the clock. The score is 6 to 0. The interface includes a central control panel with buttons for adding points and fouls, and a large red 'Stop Clock' button. On the right, 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 red arrow points to the 'Confirm Game' button.

GAME STATUS: First Half

18:47

S N P (Black) 6 vs 0 Mighty Tigers (Black)

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

	Pts	Fouls		Pts	Fouls	
Glenn Hobbs			+1	6		Peter LEE
ADAM PREECE	3		FOUL	09		Paul Sheridan
Justin Schipper	1		+2	13		Travis Gilby
Michael Burgess			TECH FOUL	22		Kerry Thom
Adrian Thomas		1	+3	50		Marcus KUNATH
Brad Cole	2		UNS. FOUL	51		Ben Van Veenendaal
S N P (Black)			UNDO LAST	T2		Mighty Tigers (Black)
			DISQ FOUL			

Stop Clock

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.

18 Confirm the Game – REFEREE (continued)

Confirm Game Result

S N P (Black) 2 vs Mighty Tigers (Black) 0
18:30 - S1011 Men THURSDAY Section 2/3

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 X C V B N M . SPACE
0 1 2 3 4 5 6 7 8 9
TAB : / BACKSPACE

Cancel Confirm

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