



EDJBA

Stadium Scoring

Referee

Guidelines

QUICK GUIDE FOR REFEREES

TASK 1: Run Game
TASK 2: Start Game
TASK 3: Run Clock (1st half)
TASK 4: Start Half Time
TASK 5: Check Players in Game
TASK 6: Run Clock (2nd half)
TASK 7: End Game
TASK 8: Confirm Game

- ☐ **PREPARATION FOR A GAME:** Refer to page 2
 - Select a game and click on **'Run Game'** TASK 1
 - Select **'Start Game'** TASK 2 and enter Umpire Code **abc123**, the game must be started by the referees so the team managers can select players
 - Team managers confirm players, singlet numbers and coaches

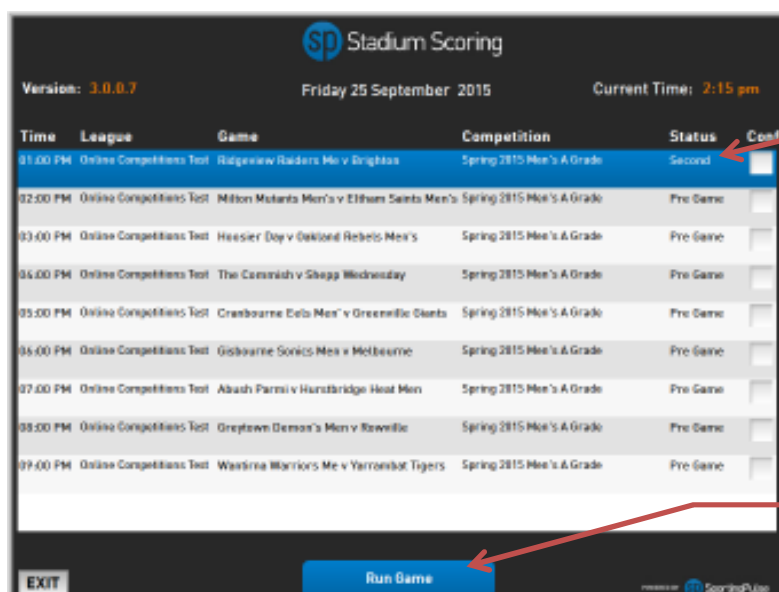
- ☐ **START OF GAME:** Refer to page 4
 - Select **'Run Clock'**, TASK 3 either the referee or scorer can start the clock

- ☐ **HALF TIME:** Refer to page 5
 - Select **'Start Half Time'** TASK 4 and enter Umpire Code **abc123**
 - Confirm number of players playing for each team TASK 5
 - To alter time on the clock refer to page 9
 - To alter scores / fouls refer to page 11
 - Select **'Run Clock'**, TASK 6 for the 2nd half

- ☐ **POST GAME:** Refer to page 7
 - To finish the game select **'End Game'**, TASK 7 scores can still be altered at this stage
 - To close the game select **'Confirm Game'**, TASK 8 scores cannot be altered after game is confirmed

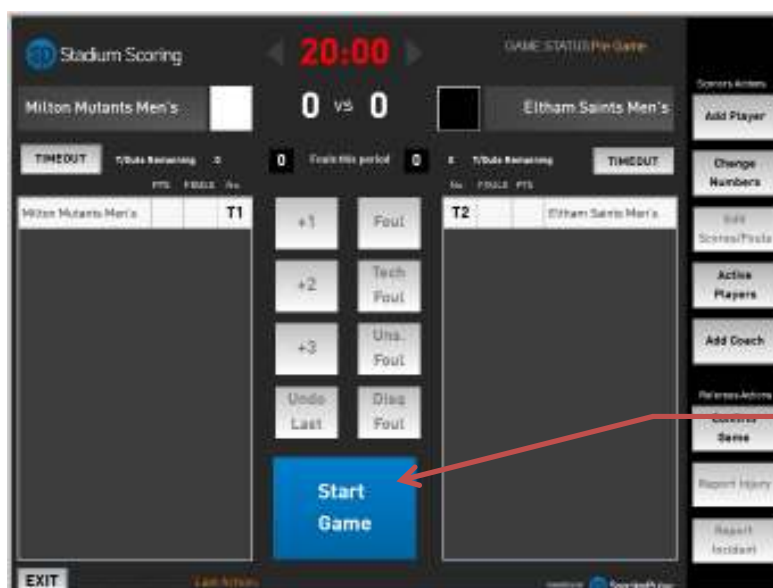
GUIDELINES TO STADIUM SCORING FOR REFEREES

1) PREPARATION FOR A GAME



Select game to be played

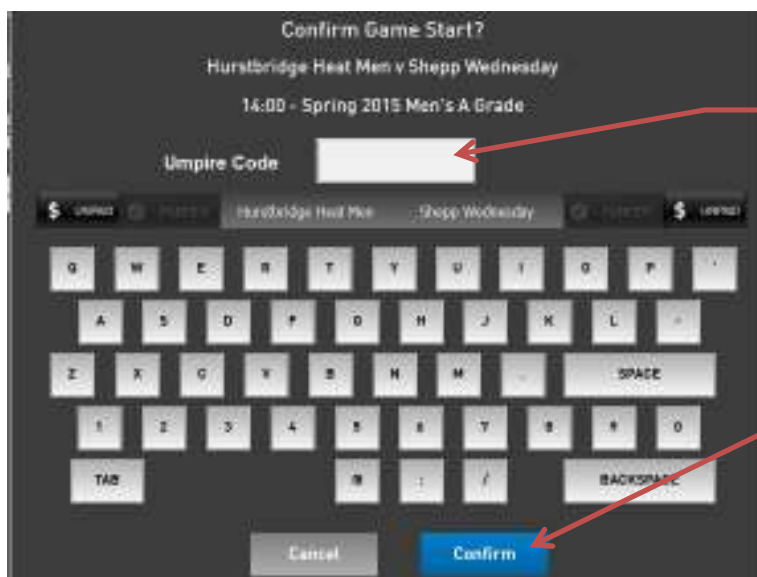
Select 'Run Game'



Referee selects 'Start Game'

- Select 'Start Game' so the team managers can add players and singlet numbers to their teams and to set the clock for the 1st half.

1) PREPARATION FOR A GAME (cont)

A screenshot of a mobile application interface for confirming a game start. The screen has a dark background. At the top, it says "Confirm Game Start?". Below that, it displays "Hurstbridge Heat Men v Shepp Wednesday" and "14:00 - Spring 2015 Men's A Grade". There is a label "Umpire Code" followed by a white text input field. Below the input field is a virtual keyboard with letters, numbers, and symbols. At the bottom of the screen, there are two buttons: "Cancel" and "Confirm". A red arrow points from the "Confirm" button to a text box on the right that says "Select 'Confirm'". Another red arrow points from the "Umpire Code" input field to a text box on the right that says "Referee enters Umpire Code 'abc123'".

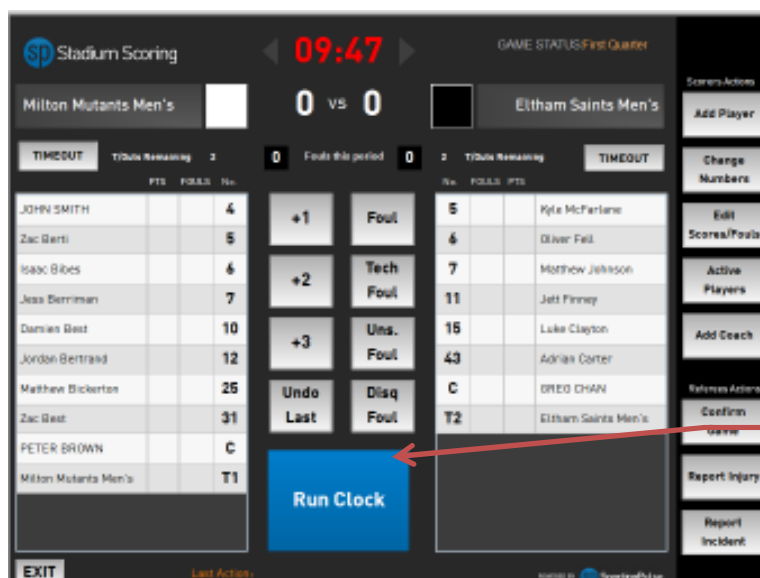
Referee enters
Umpire Code
'abc123'

Select '**Confirm**'

- The Umpire Code can be either uppercase or lowercase
- Team managers will select players for the game

2) START OF 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

- Running the clock provides approximate information about when events occur during the game
- Scores and fouls can still be added if the Stadium Scoring clock finishes
- In the event of the 'Heat Rule', the first two periods are scored as the first half, whilst the third and fourth period are scored as the second half.
- To alter the time on the clock refer to Section 5
- To correct mistakes in scores or fouls refer to Section 6

3) HALF TIME

a) REFEREE STARTING HALF TIME

The screenshot shows the Stadium Scoring app interface. At the top, the score is 2 vs 0. The game status is 'Second Quarter'. The time is 00:00. The interface includes a list of players on the left and right, a central panel with buttons for fouls (+1, +2, +3, Undo, Last, Foul, Tech, Uns., Disq), and a large blue button labeled 'Start Half Time' at the bottom center. A red arrow points from the 'Start Half Time' button to a text box on the right.

Referee select '**Start Half Time**'

The screenshot shows the Stadium Scoring app interface with a dialog box titled 'Confirm Half Time Scores?'. The dialog box contains the text 'Milton Mutants Men's A Grade 2 vs Eltham Saints Men's A Grade 0' and '14:00 - Spring 2015 Men's A Grade'. It has a field for 'Umpire Code:' followed by a numeric keypad. At the bottom of the dialog box are 'Cancel' and 'Confirm' buttons. A red arrow points from the 'Confirm' button to a text box on the right.

Referee enters Umpire Code '**abc123**'

Select '**Confirm**'

b) REFEREE CONFIRMING PLAYERS



Milton Mutants Men's A Grade				Eltham Saints Men's A Grade			
	#	P	P		#	P	P
<input type="checkbox"/>	George Best	0	0	<input type="checkbox"/>	Testan Burthorn	0	0
<input type="checkbox"/>	Jenimah Borymas	0	0	<input type="checkbox"/>	3 Joshua McFinn	0	0
<input type="checkbox"/>	Michael Bibby	0	0	<input checked="" type="checkbox"/>	5 Kyle McFarlane	6	0
<input type="checkbox"/>	Kyle Jones	0	0	<input checked="" type="checkbox"/>	6 Oliver Fell	0	1
<input checked="" type="checkbox"/>	4 JOHN SMITH	0	1	<input checked="" type="checkbox"/>	7 Matthew Johnson	2	0
<input checked="" type="checkbox"/>	5 Zac Best	1	0	<input checked="" type="checkbox"/>	11 Neil Finney	2	0
<input checked="" type="checkbox"/>	6 Isaac Bibes	2	0	<input checked="" type="checkbox"/>	15 Luke Clayton	1	0
<input checked="" type="checkbox"/>	7 Jess Boninman	0	0	<input checked="" type="checkbox"/>	43 Adrian Carter	0	1
<input checked="" type="checkbox"/>	10 Darnes Best	2	0				
<input checked="" type="checkbox"/>	12 Jordan Bertrand	3	0				
<input checked="" type="checkbox"/>	25 Matthew Braxton	0	1				
<input checked="" type="checkbox"/>	31 Zac Best	6	0				

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)
- To alter the time on the clock refer to Section 5

4) POST GAME – REFEREE CLOSING THE GAME

Stadium Scoring

00.00

GAME STATUS: Fourth Quarter

Milton Mutants Men's 14 vs 11 Eltham Saints Men's

TIMEOUT: 2 Fouls this period: 2

Player	PTS	FOULS	No.
JOHN SMITH	1	4	
Zac Barti	1	5	
Isaac Bibes	2	6	
Joao Berriman		7	
Damian Best	2	10	
Jordan Bertrand	3	12	
Matthew Bickerton	1	25	
Zac Best	6	31	
PETER BROWN		C	
Milton Mutants Men's		T1	

End Game

EXIT

Last action: Adjustment: Zac Best - Milton Mutants Men's

After the referee has checked the score is correct, select 'End Game'

Stadium Scoring

GAME STATUS: Game Over

Milton Mutants Men's 14 vs 11 Eltham Saints Men's

TIMEOUT: 0 Fouls this period: 0

Player	PTS	FOULS	No.
JOHN SMITH	1	4	
Zac Barti	1	5	
Isaac Bibes	2	6	
Joao Berriman		7	
Damian Best	2	10	
Jordan Bertrand	3	12	
Matthew Bickerton	1	25	
Zac Best	6	31	
PETER BROWN		C	
Milton Mutants Men's		T1	

Confirm Game

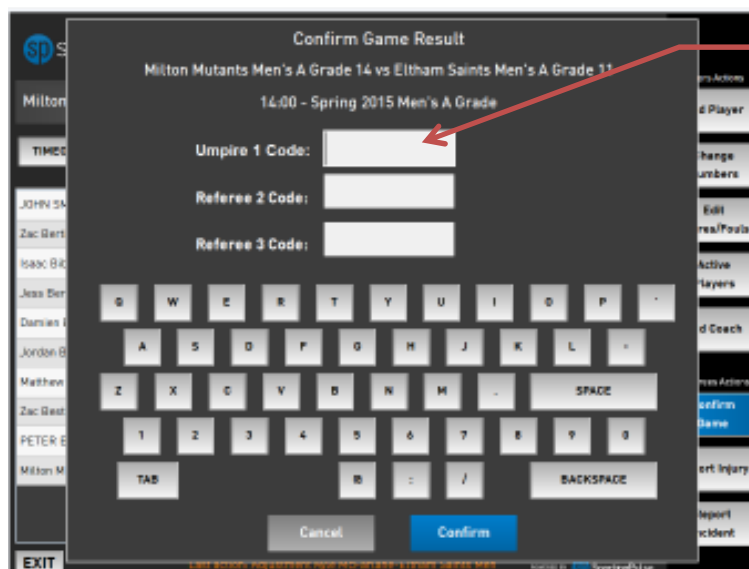
EXIT

Last action: Adjustment: Kyle McFarlane - Eltham Saints Men's

To finish the game select 'Confirm Game'

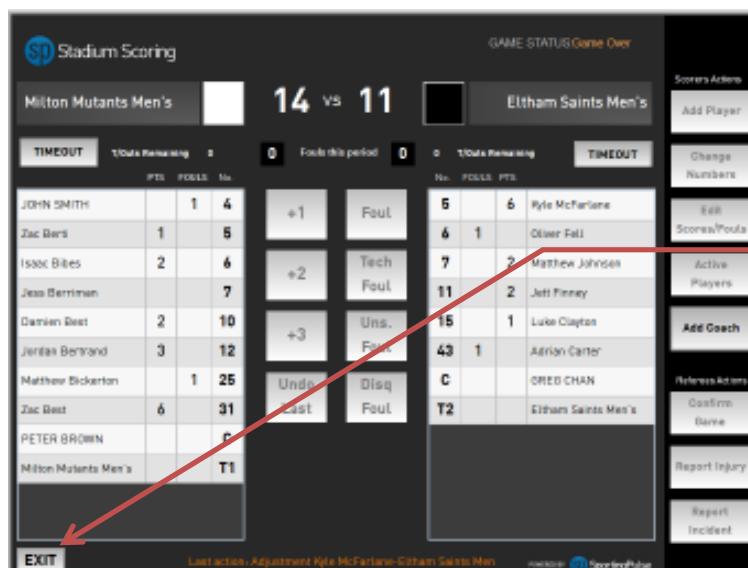
- After you have confirmed the game scores cannot be altered

4) POST GAME – REFEREE CLOSING THE GAME (cont)



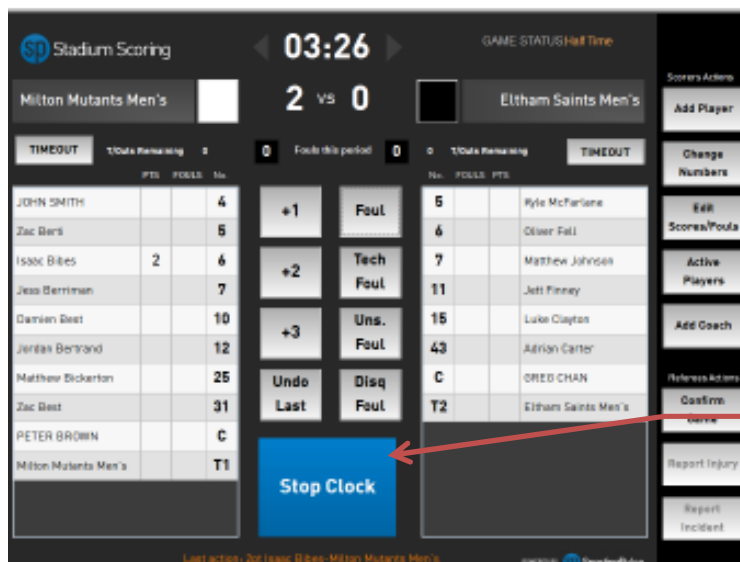
Referee Enters Umpire 1 Code 'abc123'

- Leave Referee 2 Code and Referee 3 Code blank

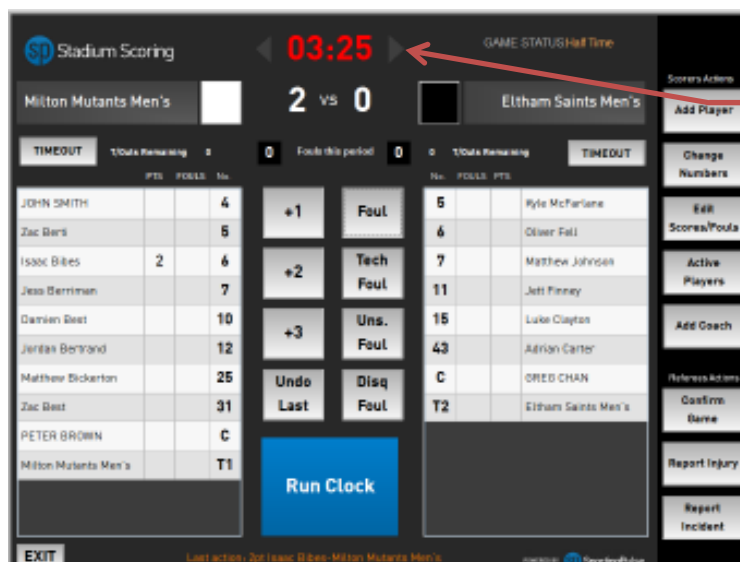


To exit the game select 'Exit'

5) ALTERING THE TIME ON THE CLOCK

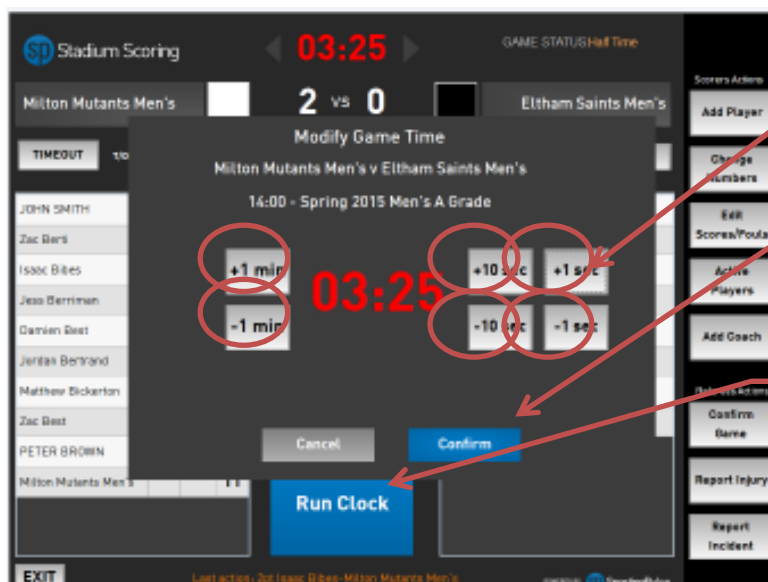


Select 'Stop Clock'



Click on the red clock

5) ALTERING THE TIME ON THE CLOCK (cont)



Adjust time

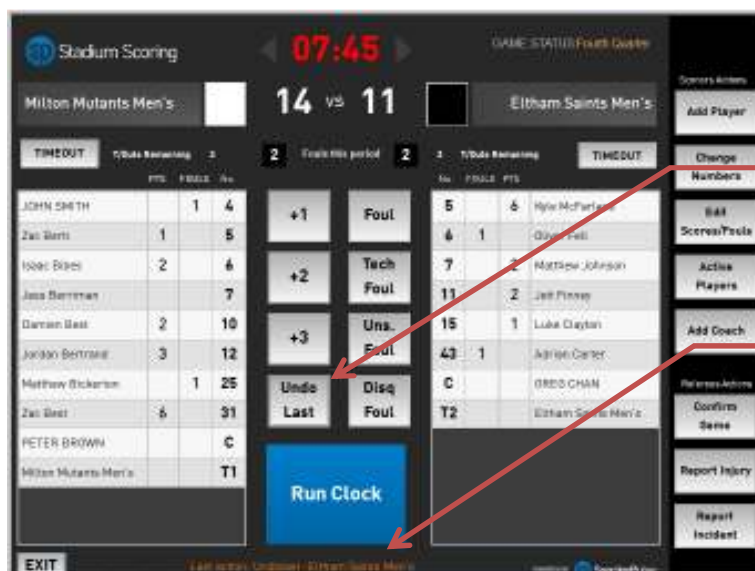
Select 'Confirm'

Select 'Run Clock'

- Adjust the time using +/- min or sec

6) ADJUSTING ERRORS IN THE SCORE OR FOULS

a) UNDO LAST ENTRY

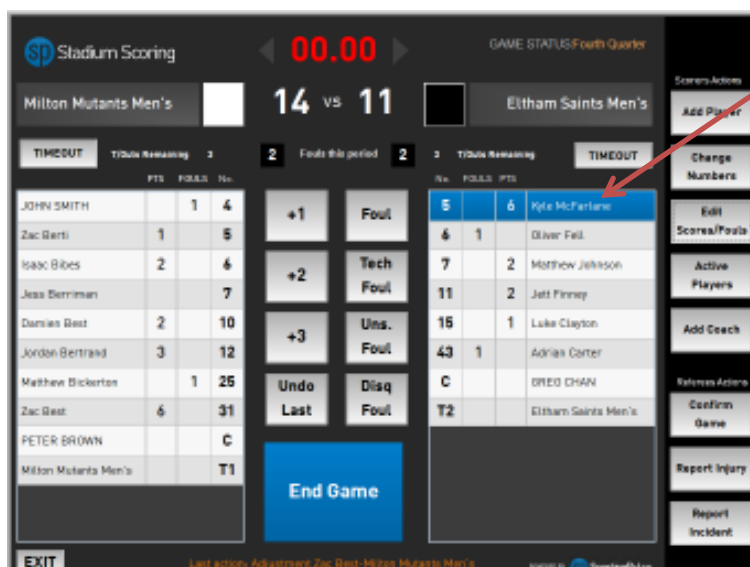


Select "Undo last" to correct an error just made

Details of last score or foul entered can be seen here

b) ADJUSTING EARLIER ERRORS

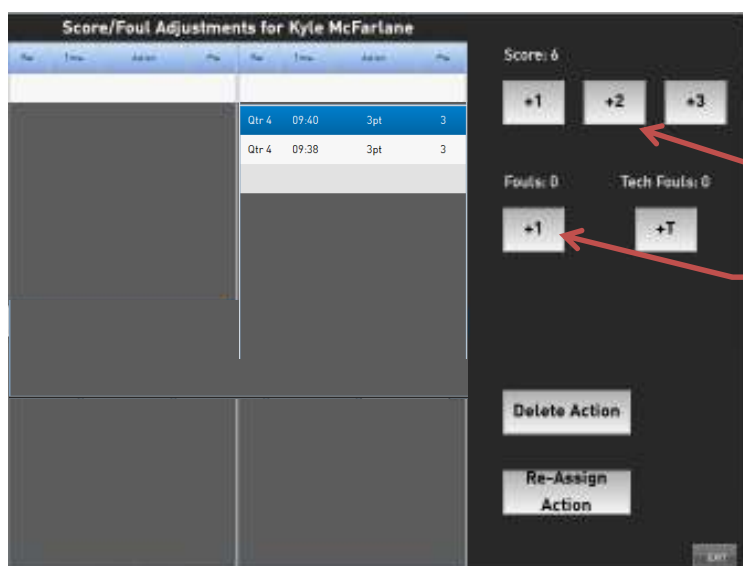
- Note: If an error needs adjusting wait until a break in play



The screenshot shows the Stadium Scoring interface for a game between Milton Mutants Men's and Eltham Saints Men's. The score is 14 vs 11. The interface includes player lists, foul counts, and a sidebar with action buttons. The sidebar buttons are: Add Player, Change Numbers, Edit Scores/Fouls, Active Players, Add Coach, Confirm Game, Report Injury, and Report Incident. The 'Edit Scores/Fouls' button is highlighted with a red box and an arrow pointing to it from the text 'Select "Edit Scores/Fouls"'. The 'Add Player' button is also highlighted with a red box and an arrow pointing to it from the text 'Select "Player" to amend'.

Select "Player" to amend

Select "Edit Scores/Fouls"



The screenshot shows the 'Score/Foul Adjustments for Kyle McFarlane' interface. It features a table with columns for 'No.', 'Time', 'Action', and 'Pts'. The table contains two rows of adjustments: 'Qtr 4 09:40 3pt 3' and 'Qtr 4 09:38 3pt 3'. To the right of the table are buttons for adding points (+1, +2, +3) and fouls (+1, +T). The '+1' button under 'Fouls' is highlighted with a red box and an arrow pointing to it from the text 'To add a foul'. The '+2' button under 'Score' is highlighted with a red box and an arrow pointing to it from the text 'To add points'.

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)

b) ADJUSTING EARLIER ERRORS (cont)



Score/Foul Adjustments for Kyle McFarlane

Row	Time	Action	pts
Qtr 4	09:40	3pt	3
Qtr 4	09:38	3pt	3

Score: 0

Fouls: 0 Tech Fouls: 0

Buttons: +1, +2, +3, +1, +T, Delete Action, Re-Assign Action, EXIT

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**'