

EDJBA

Stadium Scoring

Scorers

Guidelines



GUIDELINES TO STADIUM SCORING FOR SCORERS

1) START OF GAME

After the team manager or coach has selected the players and checked the singlet numbers the game is ready to start.

a) REFEREE STARTING THE GAME

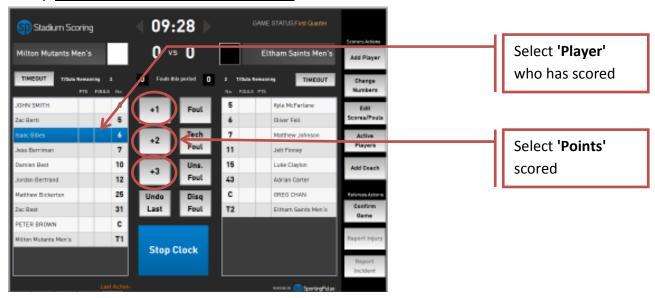
*** Note this is not the official clock for the game. The score board clock is what determines the time remaining in a game ***



- Scores and fouls can still be added if the Stadium Scoring clock finishes
- Running the clock provides approximate information about when events occur during the game

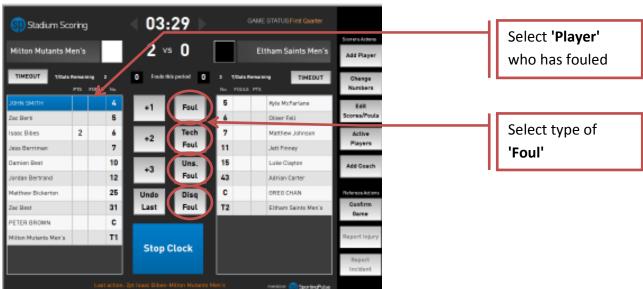


b) ADDING A SCORE TO A PLAYER



- 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

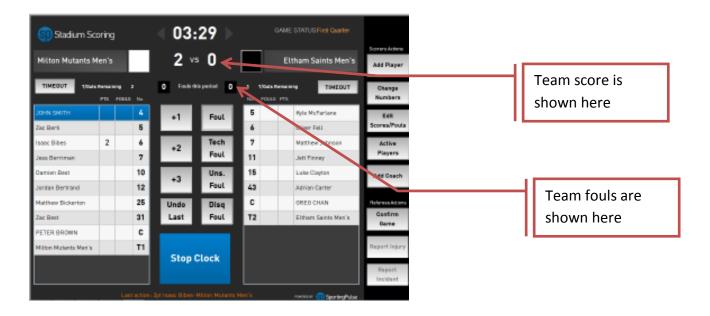
c) ADDING A FOUL TO A PLAYER



- 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



c) ADDING A FOUL TO A PLAYER (cont)



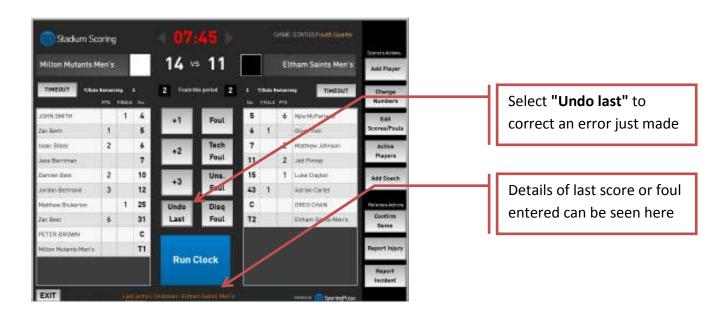
d) **TIMEOUTS**



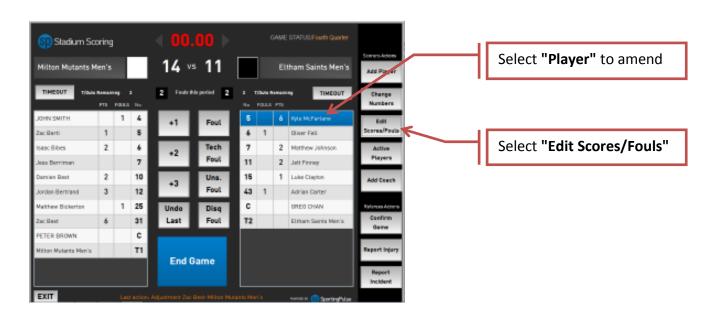
• If a team calls a Time out click on 'Timeout' for the appropriate team



e) **UNDO LAST ENTRY**

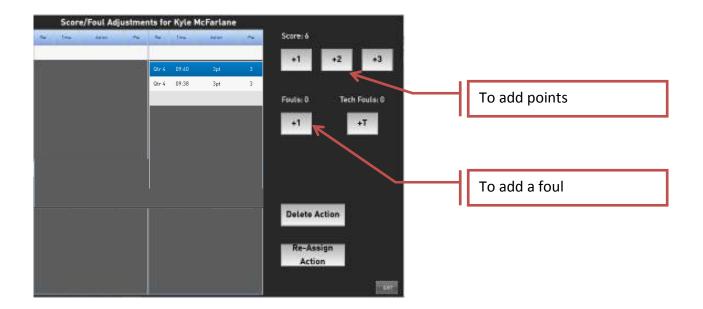


f) ADJUSTING EARLIER ERRORS

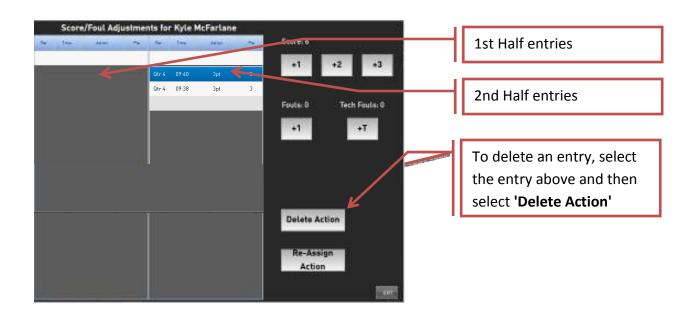




f) ADJUSTING EARLIER ERRORS (cont)



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



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



2) HALF TIME

At half time the referee will start the clock and check the number of players for each team

3) POST GAME

When the game has finished the referee will close the game after they have checked the scores.

Please stay at the score bench until the game has been closed so any errors can be corrected by the referees before the game is closed.