

## Team Pre-Game

Select your Game

A

- Select your Game from the list then select 'Run Game'



Add Registered Players

B

- Select 'Active Players' then tick the boxes next to the players who will be participating in the Game
- Opposing Team to repeat this step and select 'Confirm'



Add/Change Uniform Numbers

C

- Check that Player uniform numbers are correct
- If not, select 'Change' and enter the player's correct number. If the change is permanent, select 'Team(N)' and it will change to 'Team(Y)'. Select 'Confirm'
- Opposing team to repeat this step and select 'Confirm'

Confirm Coach

D

- Tick the box next to the coach's name
- Opposing Team to repeat this step
- If Coach required to be registered, select 'Add New Coach', tick the box next to your Team's name and enter all details completely with the correct information. Select 'Confirm' when complete.

Add Unregistered Players

E

- Select 'Add Player', tick the box next to the correct Team and then select 'Enter details manually'. Enter all detail boxes completely with the correct information then select 'Confirm'.

## Referee Pre-Game

Adjusting Team Colours

F

- Select the coloured square next to the team name.
- Select the colour that closest resembles the Team's playing uniform.

Start the Game

G

- Select 'Start Game' then enter your Umpire Code and select 'Confirm'
- Select 'Run Clock' when the game is to begin
- NOTE: Clock can be left running throughout the entire period. Referees will end each period when necessary. Points and Fouls can still be added when clock has expired.

## In-Game

Adding Points and Fouls

H

- Select the Player's name
- To add point/s, select either '+1', '+2' or '+3'
- To add a foul, select the type of foul ('Foul', 'Tech Foul', 'Uns. Foul', 'Disq Foul')

Correcting Mistakes

I

- To undo the last action (displayed at the bottom of the screen), select 'Undo Last'.
- To undo any action, select the Player then select 'Edit Scores/Fouls'. Delete the action.

Changing Player Numbers

J

- If a player's singlet number is changed during the game, select the Player then select 'Change Numbers'.
- Enter new singlet number then select 'Confirm'.

## Referee Post-Game

Adjusting the Time

K

- Stop the clock
- Select the clock at the top of the screen now coloured in red)
- Adjust the time as required

End the Game

L

- Select 'End Game'
- Verify the score is correct
- Select 'Confirm Game' and enter your Umpire Code
- Select 'Exit'

The screenshot shows the Stadium Scoring interface with various controls and data. At the top, the clock is set to 20:00. The score is 0 vs 0. The interface includes player lists for both teams, a central scoring area with buttons for '+1', '+2', '+3', 'Foul', 'Tech Foul', 'Uns. Foul', and 'Disq Foul'. There are also buttons for 'Undo Last' and 'Disq Foul'. On the right side, there are buttons for 'Add Player', 'Change Numbers', 'Edit Scores/Fouls', 'Active Players', 'Add Coach', 'Confirm Game', 'Report Injury', and 'Report Incident'. The interface is annotated with letters A through L corresponding to the instructions in the document.