



STADIUM SCORING GUIDE



Pre Game Tasks

1. Load Game
2. Start Game
3. Confirm Active Players
4. Select Team Colours
5. Add/Change Player Numbers
6. Add New Players

1. Loading Game

STADIUM SCORING


Version: 1.0.0.15 Thursday 19 November 2009 Current Time: 12:09 pm

Time	League	Game	Competition	Status
04:00 PM	Great Southern Classic	All Stars v Wildcats	Test	Pre Game
04:00 PM	Great South ... Classic	Dolphins v Cobras	Test	Pre Game

Step 1: Touch/Click on next game.

Step 2: Touch/Click on confirm to load game.

EXIT Confirm

The image shows a screenshot of a mobile application interface titled "STADIUM SCORING". At the top, it displays the version "1.0.0.15", the date "Thursday 19 November 2009", and the time "12:09 pm". Below this is a table with five columns: "Time", "League", "Game", "Competition", and "Status". The table lists two games: "All Stars v Wildcats" and "Dolphins v Cobras", both at "04:00 PM" and "Pre Game" status. A red arrow points from the text "Step 1: Touch/Click on next game." to the second row of the table. Another red arrow points from the text "Step 2: Touch/Click on confirm to load game." to a green "Confirm" button at the bottom of the screen. There is also an "EXIT" button on the bottom left.

2. Start Game

GAME STATUS: Pre Game

00:00

All Stars 0 vs 0 **Wildcats**

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

T0 + T0 -

STADIUM SCORING

Scorers Actions

	Pts	Fouls
Nathan Jawai		
Tim Lang		
Luke Kendall		
Andrew Bogut		
Lanard Copeland		
Mark Worthington		
Kobe Bryant		
All Stars		T1

Step 1: Touch/Click on start game button

+3 INS. FOUL
UNDO LAST DISQ FOUL

T2

Chris Bosh
Nathan Crosswell
Wildcats

START GAME

EXIT

Active Players
Confirm Game
Report Injury
Report Incident

Referees Actions

2. Start Game

Confirm Game Start?
All Stars v Wildcats
16:00 - Test

Umpire code

World All Stars forfeits Wildcats

Step 1: Enter your referee code and press confirm

Step 2: If the game is a forfeit tick the box of the forfeited team

Cancel Confirm

3. Confirm Active Players

The screenshot shows a game management interface titled "Confirm Registered Players". It is divided into two columns: "World All Stars" and "Wildcats". Each column contains a list of players with a green checkmark in a box to the left of their name. Below the lists are three buttons: "Add new Players", "Choose Emergency Players", and "Confirm". A red arrow points to the "Confirm" button. A large red callout box is overlaid on the interface, containing the text "Step 1: Referees press confirm active players".

World All Stars	Wildcats
<input checked="" type="checkbox"/> Lanard Copeland	<input checked="" type="checkbox"/> Carmelo Anthony
<input checked="" type="checkbox"/> Mark Worthington	<input checked="" type="checkbox"/> Nathan Crosswell
<input checked="" type="checkbox"/> Nathan Jawai	<input checked="" type="checkbox"/> LeBron James
<input checked="" type="checkbox"/> Tim Lang	
<input checked="" type="checkbox"/> Andrew Bogut	
<input checked="" type="checkbox"/> Kobe Bryant	
<input checked="" type="checkbox"/> Luke Kendall	

Step 1: Referees press confirm active players

Buttons: Add new Players, Choose Emergency Players, Confirm

4. Select Team Colour

The screenshot displays a basketball game management interface. At the top, it shows "GAME STATUS: First Half" and a digital clock at "20:00". The score is "0 vs 0" between "All Stars" and "Wildcats". A red arrow points to a color selection palette with 12 color swatches. The interface includes various controls for fouls, timeouts, and player management.

GAME STATUS: First Half 20:00

All Stars 0 vs 0 **Wildcats**

T/Outs Remaining: 2 TO + TO -
Fouls this period: 0 FO + FO -

	Pts	Fouls			
Nathan Jawai			+1	FOUL	
Tim Lang			+2	TECH FOUL	
Luke Kendall			+3	UNSUBS. FOUL	
Andrew Bogut					
Lanard Copeland					

Color Selection Palette:

Black	Red	Green	Olive
Blue	Purple	Teal	Grey
Light Blue	Red	Bright Green	Yellow
Dark Blue	Magenta	Cyan	White

Right Panel:

STADIUM SCORING

Scorers Actions:

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

Referees Actions:

- Confirm Game
- Report Injury
- Report Incident

EXIT

Step: Press the button next to the team name to select their singlet colour

5. Add/Change Player Number

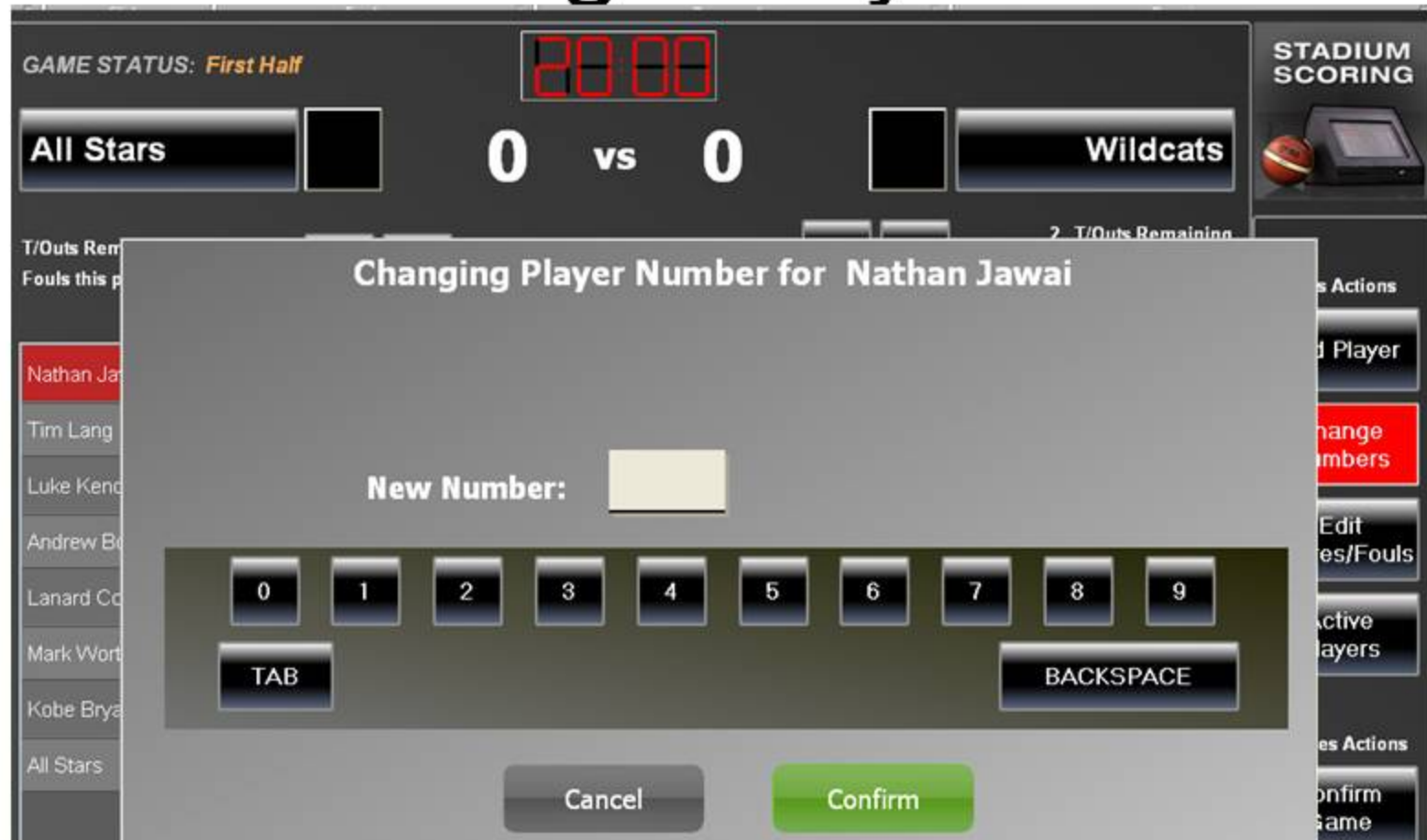
Step 1: After performing each action you will return to the active game screen.

The screenshot shows a stadium scoring system interface. At the top, there is a digital display showing '00:00'. Below it, a large text box contains the instruction: 'Step 1: After performing each action you will return to the active game screen.' The main area of the screen is a table with player names on the left and right, and foul types in the center. The foul types are '+1 FOUL', '+2 TECH FOUL', and '+3 UNS. FOUL'. On the right side, there is a sidebar with the title 'STADIUM SCORING' and a list of actions: 'Add Player', 'Change Numbers', 'Edit Scores/Fouls', 'Active Players', 'Confirm Game', 'Report Injury', and 'Report Incident'. Two red arrows point from the text boxes to the 'Change Numbers' button and the player name 'Chris Anstey'.

Nathan Jawai		+1	FOUL		Lebron James
Tim Lutz					Dwayne Wade
Luke Kendall		+2	TECH FOUL		Chris Anstey
Andrew Bogut					Carmelo Anthony
Lanard Copeland		+3	UNS. FOUL		Chris Paul
Mark Worthington					Nathan Crosswell
Kobe Bryant				T2	Wade

Step 2: Select player name and then press change numbers

5. Add/Change Player Number



Step 1: Enter the player number and press confirm, repeat for each player

6. Add New Player

Step 1: After performing each action you will return to the active game screen.

Nathan Jawai			+1	FOUL			Lebron James
Tim Lang							Dwayne Wade
Luke Kendall			+2	TECH FOUL			Chris Anstey
Andrew Bogut							Carmelo Anthony
Lanard Copeland			+3	UNS. FOUL			Chris Bosh
Mark Worthington							Nathan Crosswell
Yoko Basset							Wade

Step 2: Add a new player to the team by clicking the add player button

STADIUM SCORING



Scorers Actions

Add Player

Change Numbers

Edit Scores/Fouls

Active Players

Referees Actions

Confirm Game

Report Injury

Report Incident

EXIT

6. Add New Player

Step 1: Select the players team and enter all details. You must enter all the details to add the player, when complete press confirm.

ADD A NEW PLAYER

PLAYER FOR

World All Stars

Wildcats

Use the TAB key to move between fields. All fields must be complete. (To delete a character, simply touch the field and then type over)



SURNAME:

DOB:

POSTCODE:

PLAYER NUMBER:

GENDER:

M

F

Cancel

Confirm

In Game Tasks

1. Run/Stop/Adjust Clock
2. Add player score
3. Add player foul
4. Add team timeout
5. Undo last action
6. Delete/Re-assign action

1. Run/Stop/Adjust Clock

GAME STATUS: First Half 20:00

All Stars 0 vs 0 **Wildcats**

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

STADIUM SCORING

Run Clock

Begin game by pressing run clock.

Pts	Fouls		Pts	Fouls

Scorers Actions

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

Referees Actions

- Confirm Game
- Report Injury
- Report Incident

EXIT

1. Run/Stop/Adjust Clock

The screenshot displays a basketball game control interface. At the top, the game status is "First Half" and the clock shows 19:57. The score is 0 vs 0 between "All Stars" and "Wildcats". A red arrow points to the "vs" symbol. Below the score, there are controls for timeouts (TO +, TO -) and fouls. A large red text box in the center reads "Stop clock as required by pressing stop clock". At the bottom center, a large red button is labeled "Stop Clock". A red arrow points to this button. On the right side, 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).

Stop clock as required by pressing stop clock

Player	Pts	Fouls
Lanard Copeland	13	
Luke Kendall	21	
Andrew Bogut	43	
All Stars	T1	

Player	Pts	Fouls
Carmelo Anthony	34	
Chris Anstey	43	
Wildcats	T2	

1. Run/Stop/Adjust Clock

GAME STATUS: First Half

19:56

All Stars 0 - 0 **Wildcats**

T/Outs Remaining: 2
Fouls this period: 0

Adjust clock by pressing on clock while stopped

Player	Pts	Fouls
Lanard Copeland	13	
Luke Kendall	21	
Andrew Bogut	43	
All Stars	T1	

Player	Pts	Fouls
Carmelo Anthony	34	
Chris Anstey	43	
Wildcats	T2	

Run Clock

STADIUM SCORING

Scorers Actions

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

Referees Actions

- Confirm Game
- Report Injury
- Report Incident

EXIT

1. Run/Stop/Adjust Clock

The screenshot shows a software interface for managing a game. At the top, it displays "GAME STATUS: First Half" and a digital clock showing "19:56". Below this, the score is "All Stars 0 vs 0 Wildcats". A central dialog box titled "Modify Game Time" is open, showing "All Stars v Wildcats" and "16:00 - Test". The dialog contains a digital clock displaying "19:56" and several adjustment buttons: "+1", "+10", "-1", and "-10". A red arrow points to the "+1" button. At the bottom of the dialog are "Cancel" and "Confirm" buttons. On the right side of the interface, there are sections for "STADIUM SCORING", "Scorers Actions" (with buttons for "Add Player", "Change Numbers", "Edit Scores/Fouls", "Active Players"), and "Referees Actions" (with buttons for "Confirm Game", "Report Injury", "Report Incident"). On the left side, there is a list of players including Kobe Bryant, Mark Worthington, Tim Lang, Nathan Jawai, Lanard Copeland, Luke Kendall, Andrew Bogut, and All Stars. A text box at the bottom of the image reads "Adjust as required and press confirm".

Adjust as required and press confirm

2. Add Player Score

GAME STATUS: *First Half* 19:53

All Stars 0 vs 0 **Wildcats**

T/Outs Remaining 2 TO + TO - 2 T/Outs Remaining
Fouls this period 0 TO + TO - 0 Fouls this period

	Pts	Fouls		Pts	Fouls	
Kobe Bryan			8	4		Nathan Crosswell
Mark Worthington			10	10		Dwayne Wade
Tim Lang			11	21		Chris Bosh
Nathan Jawai			12	23		Lebron James
Lanard Copeland			13	34		Carmelo Anthony
Luke Kendall			21	43		Chris Anstey
Andrew						
All Star						

Scorers Actions

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

Referees Actions

- Confirm Game
- Report Injury
- Report Incident

Step 1: Press player name and then press +1, +2 or +3 based on how many points the player scored.

3. Add Player Foul

GAME STATUS: *First Half* 19:53

All Stars 0 vs 0 **Wildcats**

T/Outs Remaining 2 Fouls this period 0 TO + TO - T/Outs Remaining 2 Fouls this period 0 TO + TO -

	Pts	Fouls		Pts	Fouls	
Kobe Bryan		8	+1	FOUL	4	Nathan Crosswell
Mark Worthington		10			10	Dwayne Wade
Tim Lang		11	+2	TECH FOUL	21	Chris Bosh
Nathan Jawai		12			23	Lebron James
Lanard Copeland		13	+3	UNS. FOUL	34	Carmelo Anthony
Luke Kendall		21			33	Chris Anstey

Andrew
All Star

STADIUM SCORING

Scorers Actions

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

Referees Actions

- Confirm Game
- Report Injury
- Report Incident

Step 1: Press player name and then press type of foul based on what occurred

4. Add Team Timeout

The screenshot displays a basketball game control interface. At the top, it shows the game status as "First Half" and a digital clock at 19:53. The score is 0 vs 0 between "All Stars" and "Wildcats". On the left, "All Stars" has 2 T/Outs Remaining and 0 Fouls this period. On the right, "Wildcats" has 2 T/Outs Remaining and 0 Fouls this period. Two red arrows point to the "TO +" and "TO -" buttons. Below the score, there are two columns of player statistics. The left column lists Kobe Bryant (4 pts, 1 foul), Mark Worthington (11 pts, 1 foul), Tim Lang (12 pts, 1 foul), Nathan Jawai (13 pts, 1 foul), Lanard Copeland (21 pts, 1 foul), and Luke Kendall (21 pts, 1 foul). The right column lists Nathan Crosswell (4 pts, 0 fouls), Dwayne Wade (10 pts, 0 fouls), Chris Bosh (21 pts, 0 fouls), LeBron James (23 pts, 0 fouls), Carmelo Anthony (34 pts, 0 fouls), and Chris Anstey (43 pts, 0 fouls). A text box at the bottom provides instructions for adding a timeout.

Step 1: Press add or subtract TO for the team that called the timeout. This also shows the remaining timeouts.

5. Undo Last Action

Step 1: If you make a mistake you can correct the last action by pressing the UNDO LAST button

The screenshot shows a basketball game management interface. On the left, there's a sidebar with 'All', 'T/Outs', 'Fouls t', and 'Kobe'. The main area is a table with columns for player names, numbers, and actions. The 'UNDO LAST' button is highlighted in the bottom row of the table. On the right, there's a 'STADIUM SCORING' section with a 'Scorers Actions' panel containing 'Add Player', 'Change Numbers', 'Edit Scores/Fouls', and 'Active Players'. A 'Referees Actions' panel is also visible at the bottom right. Red arrows point from the text overlay to the 'UNDO LAST' button and the 'Edit Scores/Fouls' button.

Tim Lang	11	+2	TECH FOUL	21	Chris Bosh
Nathan Jawai	12			23	Lebron James
Lanard Copeland	13			34	Carmelo Anthony
Luke Kendall	21			43	Chris Anstey
Andrew Bogut	13			T2	Wildcats
All Stars	T1	UNDO LAST	DISQ FOUL		

Step 2: If the error occurred earlier in the game press the players name and then Edit Scores/Fouls

6. Delete/Re-assign Action

Score/Foul Adjustments for Kobe Bryant

Per	Time	Action	Pts	Per	Time	Action	Pts
1st Half	11:26	2pt	2				
1st Half	11:26	foul	0				
1st Half	11:26	2pt	2				

Score: 4

Fouls: 1 **Tech Fouls: 0**

+1 **+2** **+3**

+1 **+T**

Delete Action

Re-Assign Action

EXIT



Step: In this screen you can delete an action for a player or re-assign it to another player.

DELETE/RE-ASSIGN ACTION

Score/Foul Adjustments for Kobe Bryant

Per	Time	Action	Pts	Per	Time	Action	Pts
1st Half	11:26	2pt	2				
1st Half	11:26	foul	0				
1st Half	11:26	2pt	2				

Score: 4

+1 +2 +3

Fouls: 1 **Tech Fouls: 0**

+1 +T

Delete Action

Re-Assign Action

Step: Select the action and the press delete or re-assign. You can also add points, fouls and tech fouls to the player

Additional Information

1. Sin Bin Rule

1. Sin Bin Rule

GAME STATUS: *First Half* 19:53

Dolphins 0 vs 0 **Cobras**

T/Outs Remaining 2 Fouls this period 0 T/O + T/O - T/Outs Remaining 2 Fouls this period 1

Dolphins						Cobras			
Pts	Fouls					Pts	Fouls		
James Callus			+1	FOUL				Auryn MacMillan	
Daniel Catania								James Denton	
Nisvet Halic			+2	TECH FOUL				Matthew Shanahan	
Lachlan Marie							04:54	David Moore	
Jordan Dennis			+3	UNS. FOUL				Glenn Potts	
Jayden Hill								Tim ...	
Daniel Kinkela								Cobras	
Rhys Kop									
Matthew Exton									
Dolphins									

STADIUM SCORING

Scorers Actions

Add Player

Change Numbers

Edit Scores/Fouls

Active Players

Should a player receive a technical foul the sin bin rule will be enforced a clock will count down next to the players name, as to when they can return to the floor.