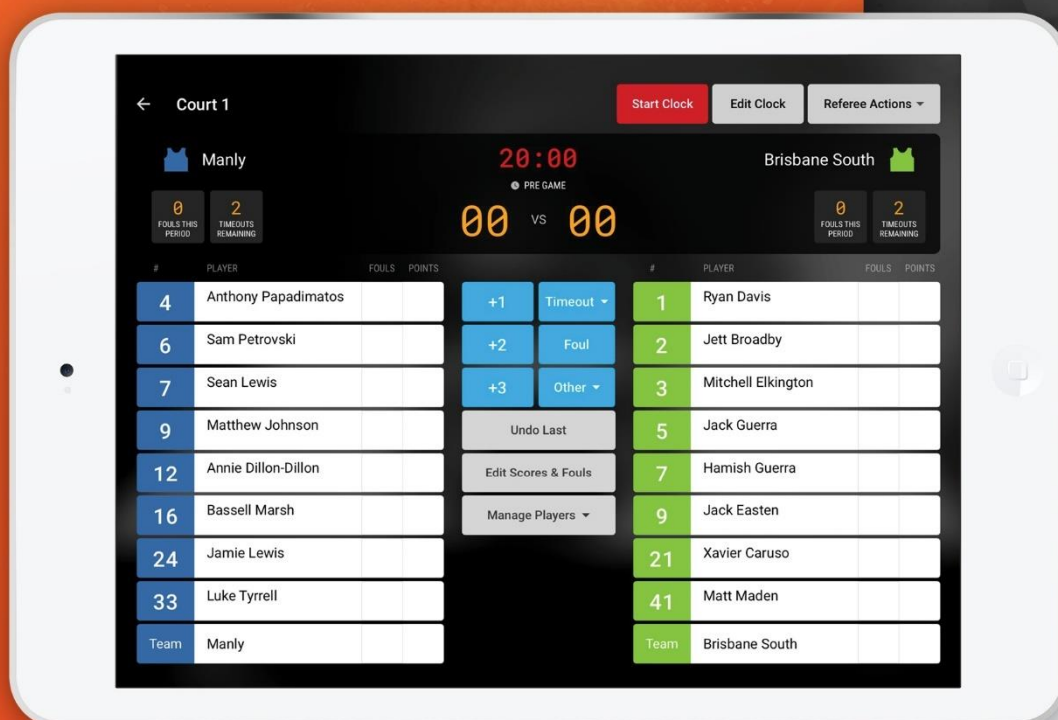




COURTSIDE USER GUIDE

Referees & Scorers

A step by step instruction guide for
using the Courtside scoring application



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Welcome to the Courtside User Guide for Referees and Scorers. The next generation electronic scoring application powered by SportsTG for the Basketball Network.

Launch Courtside

The administrator will prepare the equipment prior to the start of games for the day.

1. To launch Courtside select the Courtside App.



Select a Game


From the list of games displayed, select the game to be scored.


Basketball Australia - Court 1						
Friday 5th May, 2017						
Start time	Teams		Comp/Assoc	Status		
03:00 pm	Hills	0 vs 0	Rowville Redbacks Men's A Grade	Winter 2017 Men's A Grade (LIVE) CRT 1	Confirmed	✓ SENT
04:00 pm	Shepp Wednesday	0 vs 0	Wantirna Warriors Men's A Grade	Winter 2017 Men's A Grade (LIVE) CRT 1	Confirmed	✓ SENT
05:00 pm	Abush Parmi	vs	Yarrambat Tigers Men's A Grade	Winter 2017 Men's A Grade (LIVE) CRT 1	Upcoming	
06:00 pm	Hoosier Day	vs	The Commish	Winter 2017 Men's A Grade (LIVE) CRT 1	Upcoming	
11:01 pm	Wantirna Warriors Men's A Grade	vs	Shepp Wednesday	Winter 2017 Men's A Grade (LIVE) CRT 1	Upcoming	

Select Match Coaches and Players

The players who are registered to the team are now able to be added to the game.

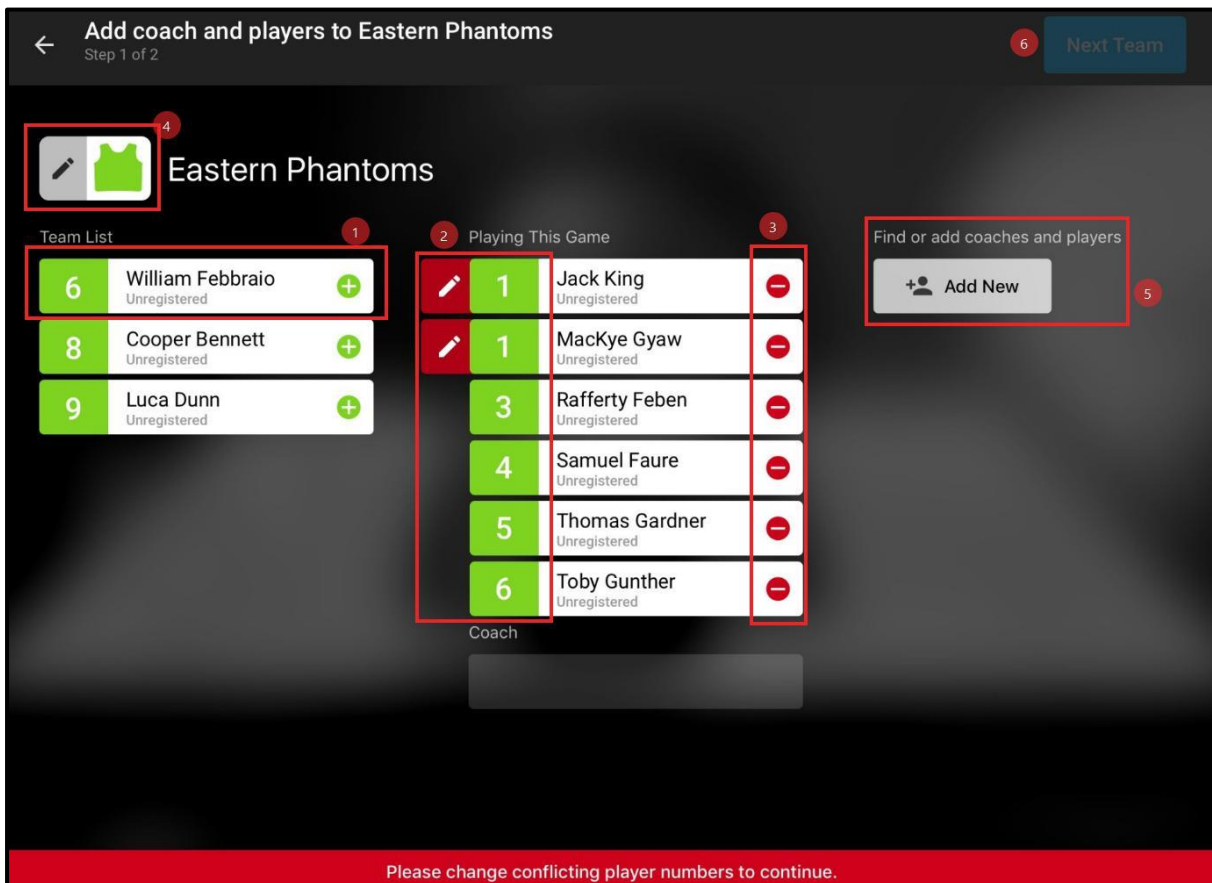
1. Add a player from the Team List to “Playing This Game” by selecting their name 
2. Once a player is located to “Playing This Game” select their number to edit, noting that if

multiple players have the same number or no number an invalid warning will appear .


3. To remove a player from the “Playing This Game” select 
4. Each team is allocated a singlet colour for ease of identification during the game. Select the singlet icon to adjust the team’s singlet colour.



TIP: Ensure the singlet colour and number colour for a team are different to ensure they are readable.

5. To add a new player or a coach to the “Playing This Game”, select **Add New**
6. Once all invalid player number issues are resolved, select **Next Team**. Team 2 will then appear repeat steps 1 to 5 as required.
7. To start a game, select **Finish setup** (after adding the second team) which is in the same location as Next Team (6).



← Add coach and players to Eastern Phantoms Step 1 of 2 6 Next Team

 Eastern Phantoms 4

Team List	Playing This Game	Find or add coaches and players
6 William Febbraio Unregistered +	 1 Jack King Unregistered -	+ Add New 5
8 Cooper Bennett Unregistered +	 1 MacKye Gyaw Unregistered -	
9 Luca Dunn Unregistered +	3 Rafferty Feben Unregistered -	
	4 Samuel Faure Unregistered -	
	5 Thomas Gardner Unregistered -	
	6 Toby Gunther Unregistered -	
Coach		

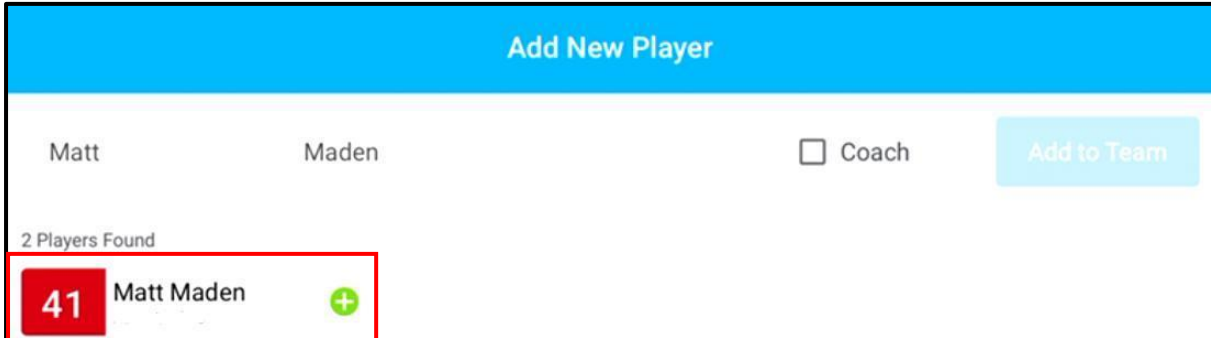
Please change conflicting player numbers to continue.

TIP: If your Team List has more than 9 players you will need to scroll down to view the remaining players.

Add a New Player or Coach

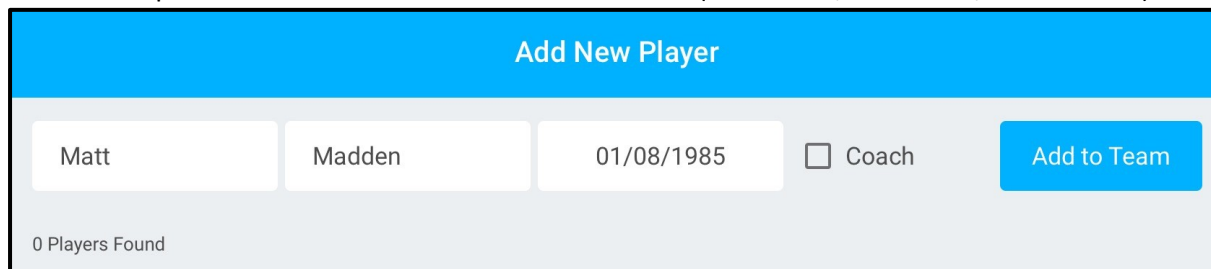
If you selected **Add New**, a screen will appear allowing you to enter the new player or coach's details.

1. If you have a live connection to the internet Add New Player will search all existing participants, listing matched records as you enter First Name, Family Name and Date of Birth.



The screenshot shows the 'Add New Player' interface. At the top is a blue header with the text 'Add New Player'. Below the header are three input fields: 'Matt', 'Maden', and a date field. To the right of the date field is a checkbox labeled 'Coach' and a blue button labeled 'Add to Team'. Below the input fields, it says '2 Players Found'. A red box highlights a search result for '41 Matt Maden' with a green plus icon to its right.

2. If no records are a match or you do not have a live connection to the internet, then complete all three fields and select **Add to Team**. (First Name, Last Name, Date of Birth)



The screenshot shows the 'Add New Player' interface with empty input fields. The header is 'Add New Player'. The input fields contain 'Matt', 'Madden', and '01/08/1985'. To the right of the date field is a checkbox labeled 'Coach' and a blue button labeled 'Add to Team'. Below the input fields, it says '0 Players Found'.

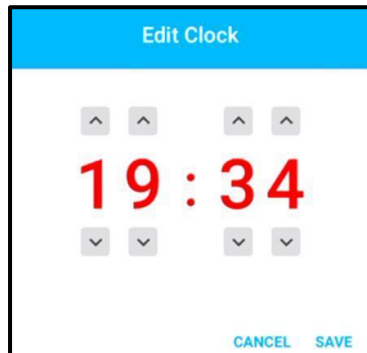
TIP: This could take longer than expected depending on the size of the database that is being searched.

Start the Game

1. To start the game, select **Start Clock**

TIP: Whilst the scoreboard is utilised to time the game, actions recorded in Courtside are timestamped so it is important to ensure the clock mirrors the Game Clock.

1. Select **Stop Clock**
2. Select **Edit Clock**
3. Using the arrows, you can adjust the minutes and/ or seconds as required.
4. Select **Save**

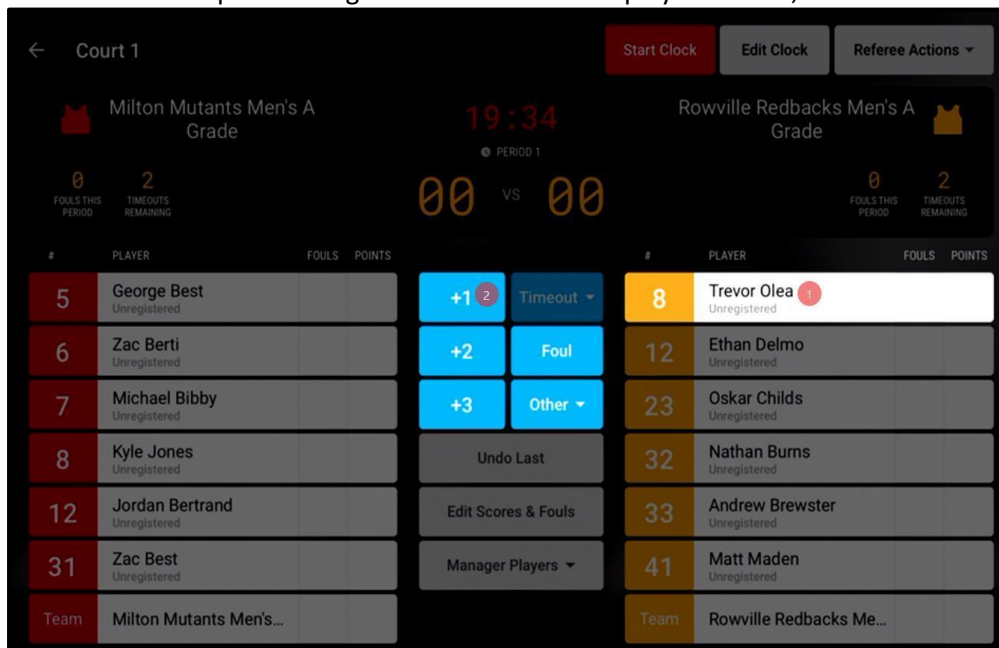


The screenshot shows the 'Edit Clock' interface. At the top is a blue header with the text 'Edit Clock'. Below the header is a large digital clock display showing '19:34' in red. Above the minutes and seconds are four up arrow buttons, and below are four down arrow buttons. At the bottom are two buttons: 'CANCEL' and 'SAVE'.

Scoring

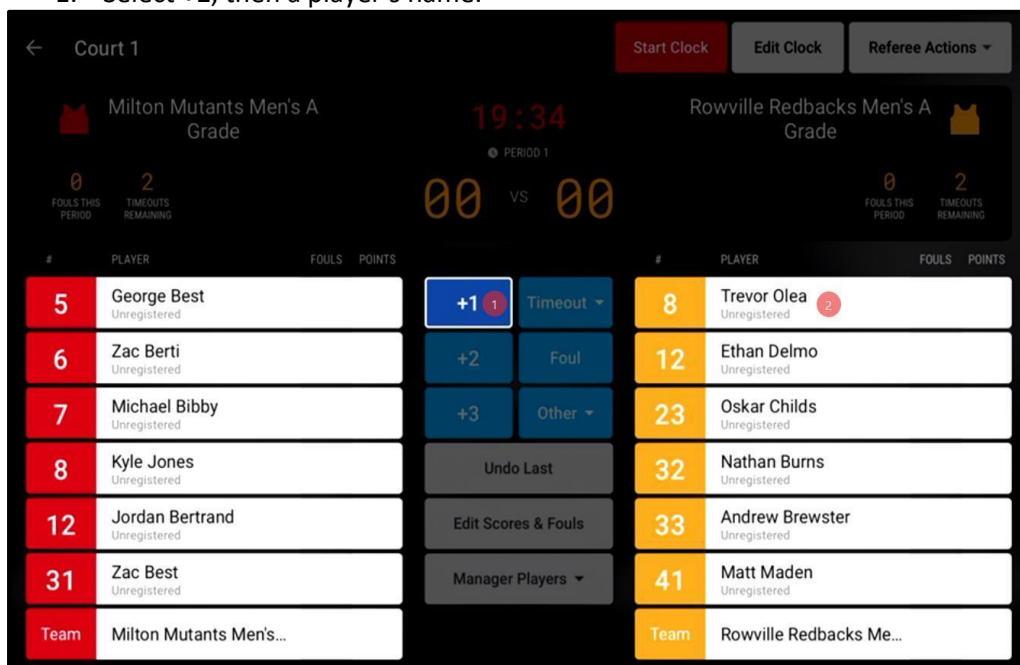
Points are recorded by selecting the player's name then the appropriate score.

1. When a free throw is made select the player's name, then **+1**
2. When a field goal is made select the player's name, then **+2**
3. When a 3point field goal is made select the player's name, then **+3**



This sequence can also be in reverse

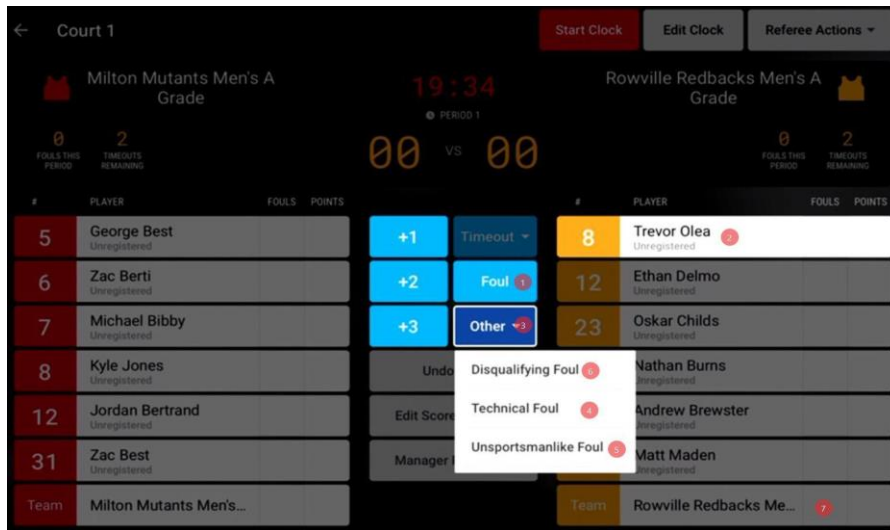
1. Select **+1**, then a player's name.



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.

Fouls

Personal fouls are recorded by selecting the player's name then foul. Disqualifying Foul, Technical Foul or Unsportsmanlike Fouls are located under Other.

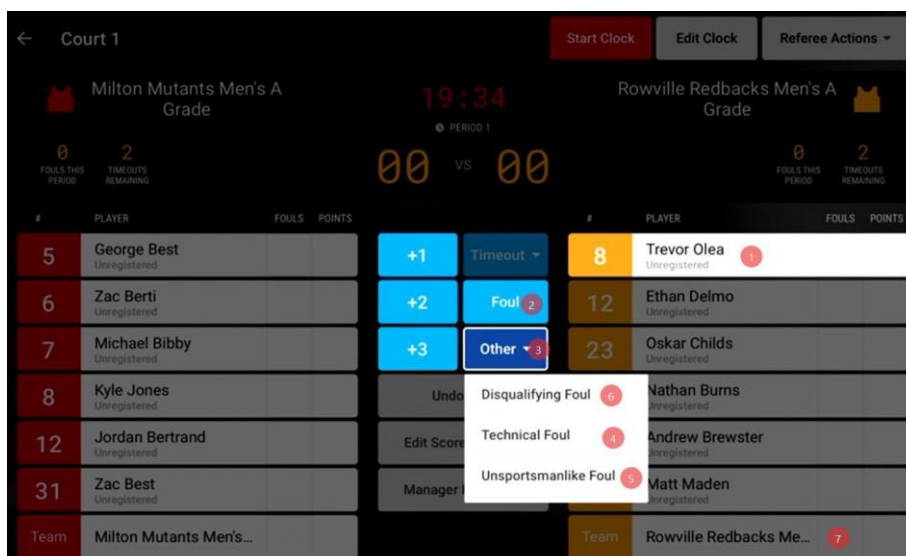


1. To allocate a personal foul Select a player's name (1), then **foul** (2)
2. To allocate a technical foul select a player's name (1), then **other** (3), then **technical foul** (4).
Note if your association utilises sin bin a timer will appear. This is configured within the competition setup on your database outside of Courtside.
3. To allocate an unsportsmanlike foul select a player's name (1), then **other** (3), then **unsportsmanlike foul** (5).
4. To allocate a disqualification foul select a player's name (1), then **other** (3), then **disqualification foul** (5). When a player reaches their maximum foul count or is disqualified their name is struck out and no further actions can be assigned.
5. To allocate a bench technical foul select the Team Name line (7) at the bottom of the player list (instead of a player name).

Like scoring, the sequence can also be in reverse.

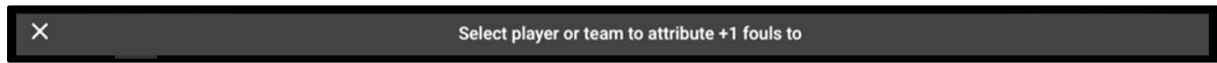
6. Select **Foul** (2), then a player's name (1)

The progressive foul count then appears beside the player's name and the progressive team foul count is added to the display at the top of the screen.



Cancel Player or Action Selection

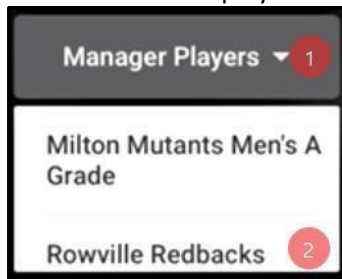
TIP: If a player or action is selected in error, select the 'X' in the message box at the bottom of the screen to return to the In-Game Screen.



Add a Player or Coach in Game

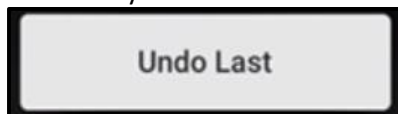
If a player or coach arrives after the game has started and they do not appear on the match list, they will need to be added. To do this;

1. Select **Manage Players** (1)
2. Select the appropriate Team (2)
3. Then add player or coach to Match as required following the same steps as pregame.



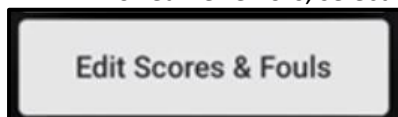
Corrections during a Game

1. If you discover an error immediately, select **Undo Last** to have the last action cancelled.



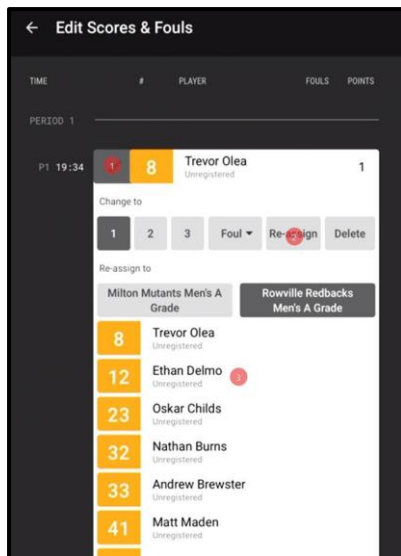
TIP: This only works on the last action and only allows one undo.

2. For earlier errors, select **Edit Scores & Fouls**.



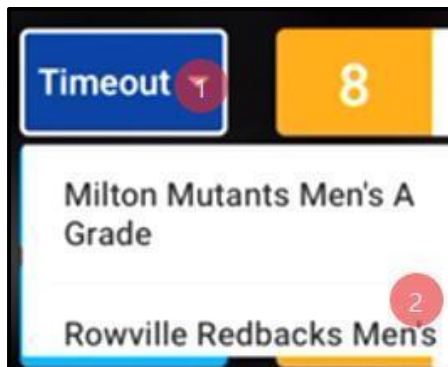
3. Once within the Edit Scores & Fouls screen, select the action to be edited (1).
4. Use the scores and fouls buttons to make adjustment to this record (2). The action can also be deleted or re-assigned to another player (3).

TIP: To see the complete list of actions within the period you may need to scroll down.



Timeout

1. To allocate a timeout to a team, select **timeout** (1).
2. Select the appropriate team (2), the total timeouts remaining for the period will reduce by one.



Referee Actions



The actions within this section of Courtside require a referee code to validate the information entered.



Enter your Umpire code to confirm the Score and the Game

10:00 am

Milton Mutants Men's A Grade

0 def by 14

Rowville Redbacks Men's A Grade

Winter 2017 Men's A Grade (LIV CRT1)

Enter Umpire Code

CANCEL
CONFIRM GAME

Incident Report

← Court 1

1 Stop Clock
Edit Clock
2 Referee Actions

Milton Mutants Men's A Grade

17:46
00 VS 14

Rowville Redbacks Men's A Grade

FOULS THIS PERIOD
TIMEOUTS REMAINING

0
2

#	PLAYER	FOULS	POINTS
5	George Best		
6	Zac Berti		
7	Michael Bibby		
8	Kyle Jones		
12	Jordan Bertrand		
31	Zac Best		
Team	Milton Mutants Men's...		

+1

+2

+3

Undo Last

Edit Scores & Fouls

Manager Players

#
PLAYER

8	Trevor Olea	1
12	Ethan Delmo	1
23	Oskar Childs	3
32	Nathan Burns	2
33	Andrew Brewster	2
41	Matt Maden	2
Team	Rowville Redbacks Me...	3

Confirm Game

Injury

Incident 3

Forfeit

A reportable incident can be recorded within the system.

1. Select **Stop Clock**
2. Select **Referee Action**
3. Select **Incident**
4. Select the player(s) and/or coach(es) reported.
5. Select **confirm**.

REPORT INCIDENT

Choose Player to report

Milton Mutants Men's A Grade

8	Kyle Jones	<input checked="" type="checkbox"/>
7	Michael Bibby	<input type="checkbox"/>
5	George Best	<input type="checkbox"/>
31	Zac Best	<input type="checkbox"/>
12	Jordan Bertrand	<input type="checkbox"/>
6	Zac Berti	<input type="checkbox"/>

Rowville Redbacks Men's A Grade

8	Trevor Olea	<input type="checkbox"/>
12	Ethan Delmo	<input type="checkbox"/>
23	Oskar Childs	<input type="checkbox"/>
32	Nathan Burns	<input type="checkbox"/>
33	Andrew Brewster	<input type="checkbox"/>
41	Matt Maden	<input type="checkbox"/>

Game Status:

Game Time: 17:04

Cancel
Confirm 5

6. Enter the Referee Code
7. Select **Confirm Game**

Enter your Umpire code to confirm the Incident Report

03:00 pm
Eastern Phantoms 11 def by 9
 Jolimount Jaguars Men's A Grade
Courtside Competition CRT2

6
Enter Umpire Code

CANCEL
CONFIRM GAME 7

Injury

REPORT INJURY

Choose Player to report

Brisbane South		Manly	
5	Jack Guerra	33	Luke Tyrrell <input checked="" type="checkbox"/>
7	Hamish Guerra	6	Sam Petrovski
3	Mitchell Elkington	16	Bassell Marsh
9	Jack Easten	21	Thomas Manly
11	Joshua Corbin	7	Sean Lewis
12	Xavier Caruso	24	Jamie Lewis
6	Ben Brodie	4	Anthony Papadimatos
2	Jett Broadby	12	Annie Dillon-Dillon

Game Status:

Game Time: 20:00

Injury Status:

Refused Treatment

No Treatment

Local First Aid

Team Assisted

Ambulance Called

Cancel
Confirm

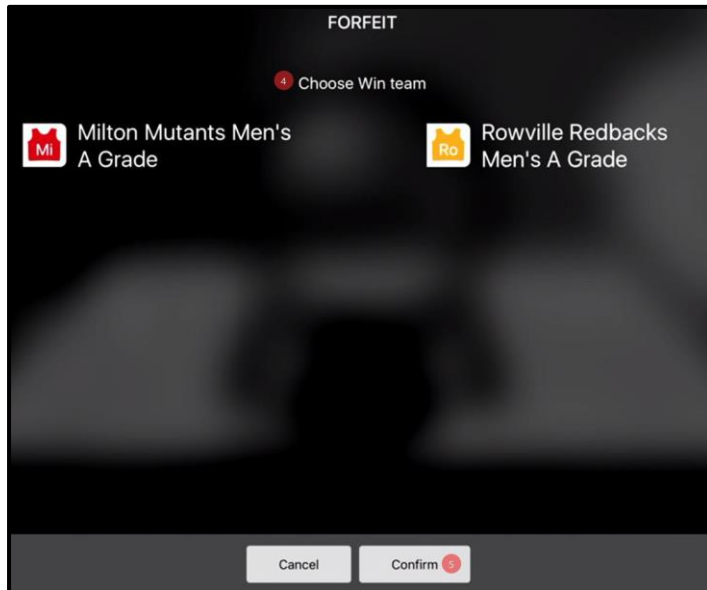
Brief details of a player sustaining an injury can be noted in the system by selecting Injury.

1. Select **Stop Clock**
2. Select **Referee Action**
3. Select **Injury**
4. Select the player
5. Select the injury status
6. Select **confirm**
7. Enter the Referee Code
8. Select **Confirm Game**

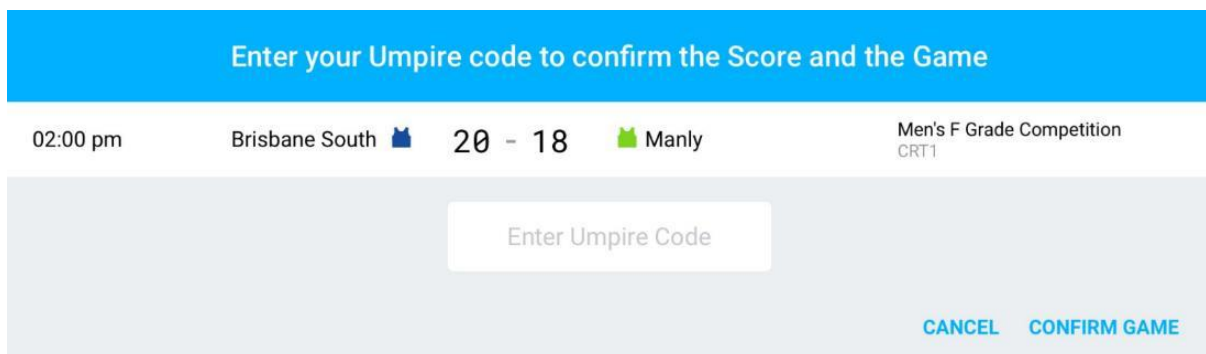
Forfeit

To record a match result as a forfeit;

1. Select **Stop Clock**
2. Select **Referee Action**
3. Select **forfeit.**
4. Select the team that is to be allocated the win
5. Select **confirm.**
6. Enter the Referee Code
7. Select **Confirm Game**

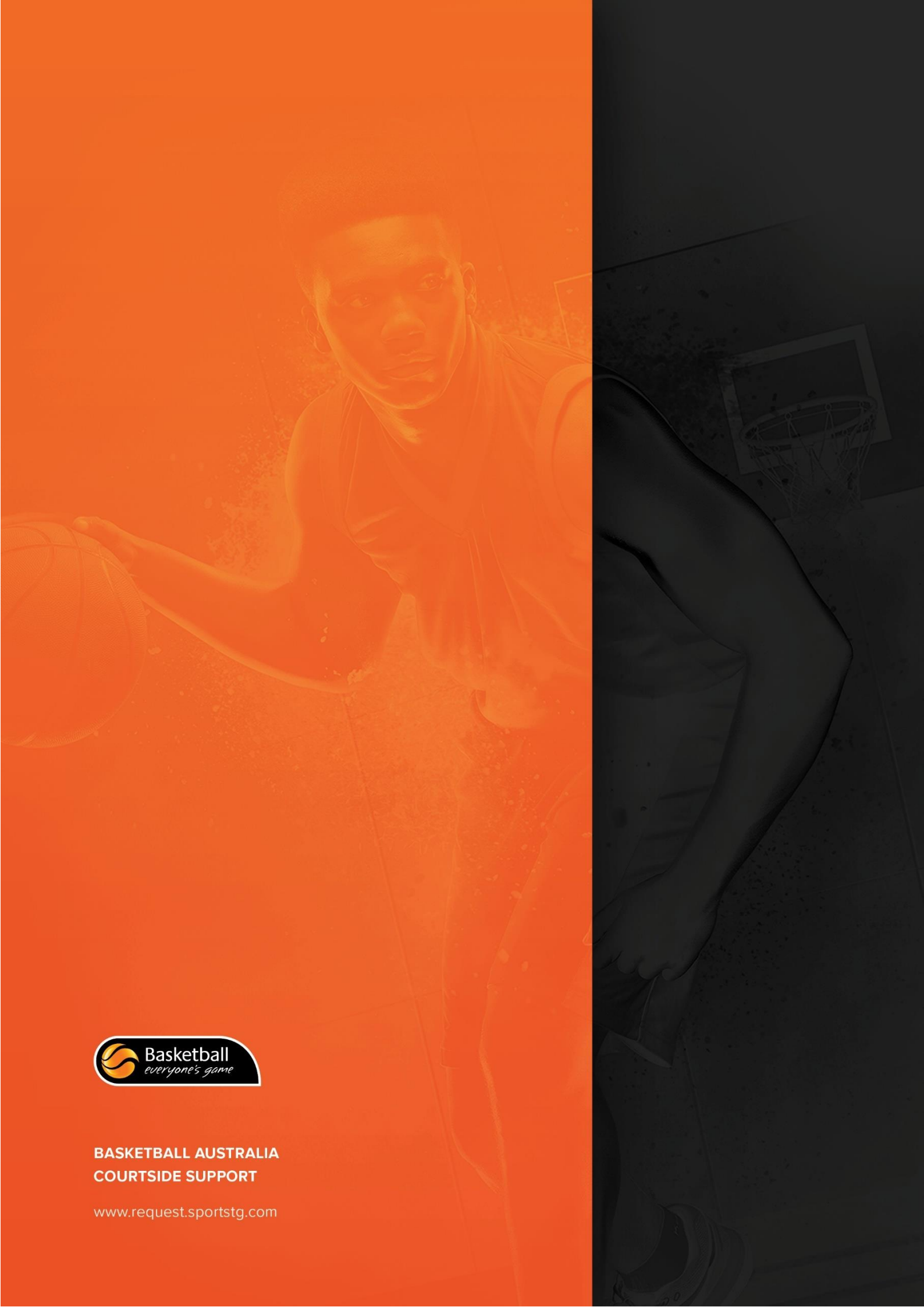


Confirm the Game



When the game is over, the referee will confirm the game results.

1. Select **Referee Action**
2. Select **Confirm Game.**
3. Enter Referee Code
4. Select **Confirm Game.**



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