Stadium Scoring Cheat Sheet

1   Check that the correct game has been downloaded (the teams will be identified at the top).

2   Click on **'Active players'**. Press the box next to name of each player on the team. Click **'Confirm'**.

3   On the **'Player's Number'** list, click **'Change'** for each player to add or update their player number. Click **'Confirm'** once all players have their correct numbers. Repeat for the other team.
    NB If you need to add players, see bottom of page.

4   On the **'Coaches'** page, select the appropriate coaches if they are displayed. If no coaches are displayed, click **'Confirm'**.

5   Click **'Start Game'** and enter the code **(ABC123)**.

6   Click **'Confirm'** on all screens that are displayed (Player List, Coaches etc) until the **'Run Clock'** button is displayed.

7   Click **'Run Clock'** to start the first quarter quarter **(the stage of the game can be found in the top right corner in orange)**. *Start and stop the clock to stay as close as possible to the correct time on the game clock.*

8   To add points or fouls to a player click on that player and click the appropriate amount of points or foul. If you make a mistake and realise before making another action simply click the **'Undo Last'** button and it will undo the last action made only **(if you are unsure what the last action was, it can be found at the bottom of the screen in orange)**.

9   To correct a previous mistake for a player, click the name of player and click **'Edit scores/fouls'**. Click on the mistaken points or fouls entry and either **'Re-assign Action"** to apply the action to another player or **'Delete'** to delete the entry.

10 Ensure the clock is run down by the end of the quarter. To change the time press **'Stop clock'** then click on the clock. Modify the minutes and seconds of the clock then **'Run Clock'** until it expires. At the end of each quarter press the **'Start qtr time"** button or the 'Start Half Time' button and the clock will automatically start counting down for the break. Click **'Run Clock'** to start the next period.

11 At the end of the game press **'End Game'** button. Correct any scores or fouls that need to be rectified then click **'Confirm Game'**. The referee will enter the code (ABC123) to confirm. If required, click **'Exit Game'** to finalise and upload the game (but the referee should do this).

Stadium Scoring – Add a Player

If a player is not on the system you will not be able to assign fouls to that player. This obviously will prevent the game being accurately recorded.

To add a player

1   Find out the first and last name of the player and their date of birth.
2   Click **'Add player'** button. Click the **'Add Player Manually'** button at the bottom.
3   Enter the player's first name, surname and date of birth.
4   You will be required to enter an address, however for now a dummy address is OK – just enter 'A' in the text fields and '9999' in the postcode field.
5   **'Confirm'** to add the player – or **'Confirm and Add Another Player'** to repeat the process.