Stadium Scoring - background

The EDJBA will be introducing Stadium Scoring during the Summer 2015/16 season. In simplistic terms this means a laptop computer will replace the paper scoresheet on the scorebench.

Why?
Having all the scoresheet information available and collected electronically will:
- make scoring easier for parent scorers
- greatly reduce errors and issues that currently occur with scoresheets
- reduce EDJBA and Club administration
- make more accurate information available to EDJBA and Clubs
- reduce the overall costs of running the Competition

When?
We are planning to having laptops available for Clubs to introduce Stadium Scoring from Round 1 and we would like to see it adopted at all Courts during the season.

Timing for introduction at each court will depend on:
- Club readiness
- Availability of power at the scorebench

Cost
The EDJBA will be purchasing and supplying the laptops to the Clubs with the Stadium Scoring software installed. The only cost to the Clubs will be any cost associated with ensuring power is available at the scorebench.

How does it work?
For the most part, everyone will find Stadium Scoring easier than the paper scoresheets. It is very simple and straight forward. For more detailed information we will be make available guides to Stadium Scoring, specific to:
- Venue Managers & Supervisors
- Referees
- Team Managers
- Parent Scorers
- Club Administrators

Quick reference guide for Scorers
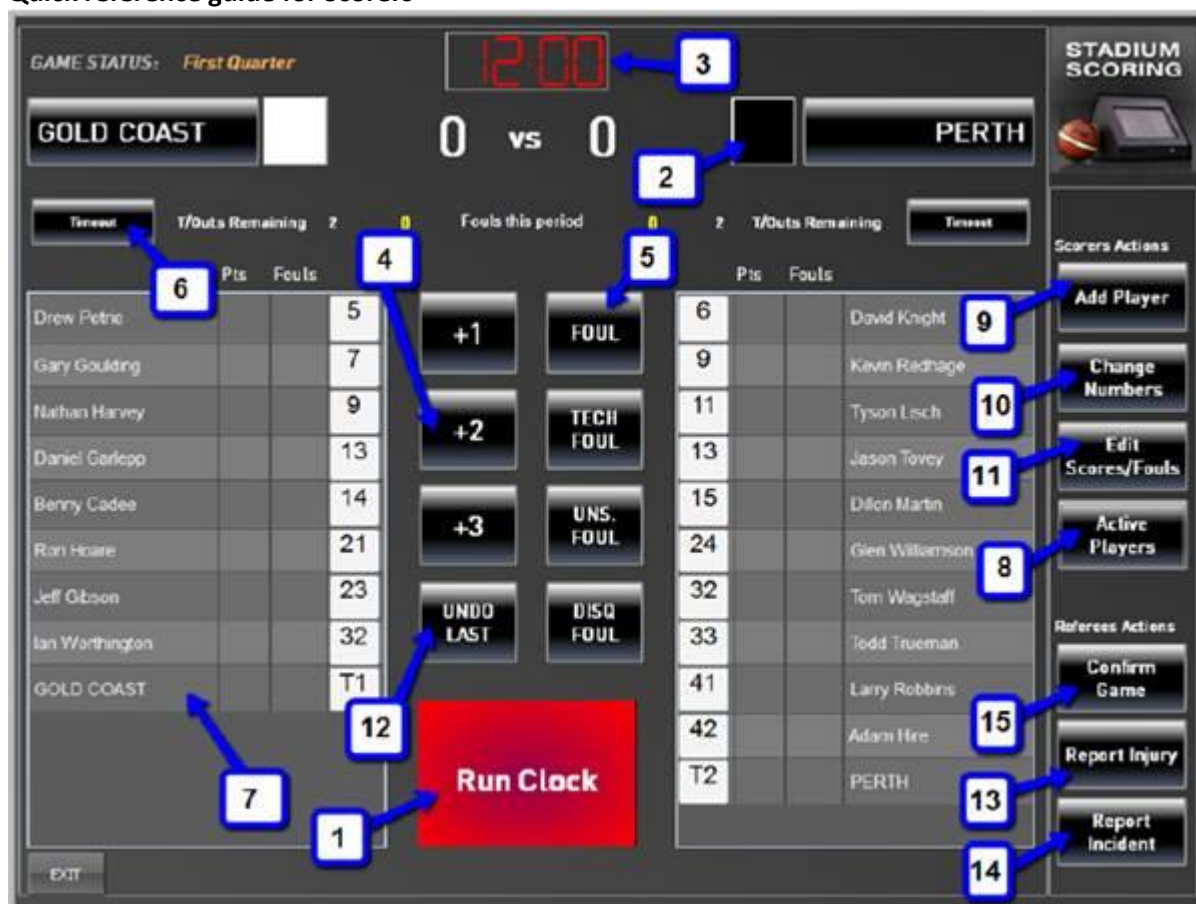
1. **Start Game/ Run Clock:** Used to mark the start of game as well as to start and stop the clock
2. **Change Team Colour:** Change team uniform colour
3. **Edit Game Clock:** If the clock is stopped time can be edited by double clicking
4. **+1, +2, +3:** Used for free throw makes, 2pts, 3pts
5. **Foul:** Allocating fouls; Technical fouls appear in brackets next to total fouls
6. **Timeout:** Keeps track of remaining timeouts. When clicked a timeout deducted from the total
7. **Team Stats Allocation:** Used for allocating bench technical fouls and points left unallocated
8. **Active Players:** Used to select team members playing in the current game
9. **Add Players:** Add a player not yet allocated to the team
10. **Change Numbers:** If a player is wearing a different number to normal it can be changed here
11. **Edit Scores/Fouls:** Used when actions are incorrect allocated if more than one action ago
12. **Undo Last:** Undoes the LAST action. (If more than one action back use **edit scores/fouls**)
13. **Report Injury:** (REFEREE ONLY) For reporting injured players and assistance given
14. **Report Incident:** (REFEREE ONLY) For reporting players for tribunal offences
15. **Confirm Game:** (REFEREE ONLY) To confirm the final score is correct