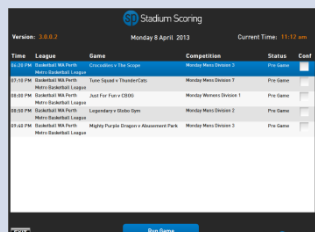


## Team Pre-Game

### 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 the following elements highlighted:

- F**: Colored squares next to team names (Crocodiles and The Scope).
- K**: The game clock showing 20:00.
- E**: 'Add Player' button.
- J**: 'Change Numbers' button.
- I**: 'Undo Last' button.
- H**: '+1', '+2', '+3' buttons for adding points.
- B**: 'Active Players' button.
- G**: 'Start Game' button.
- L**: 'EXIT' button.

Player	PTS	FOULS	No.
Adam Kilpatrick			4
Trent Sawyer			5
Isaac Hough			6
Justin Laycock			7
Daniel Kilpatrick			8
Crocodiles			T1

No.	FOULS	PTS	Player
5			Jason McFarlane
7			Sebastian Davie
8			Michael Brennan
10			Robert KYNE
13			Travis Hayton
T2			The Scope