



EAST PERTH EAGLES
DOMESTIC COMPETITION

EPDBA

Stadium Scoring

Referee

Guidelines



QUICK GUIDE FOR REFEREES

TASK 1: Run Game
TASK 2: Start Game
TASK 3: Run Clock (1st half)
TASK 4: Start Half Time
TASK 5: Check Players in Game
TASK 6: Run Clock (2nd half)
TASK 7: End Game
TASK 8: Confirm Game

- **PREPARATION FOR A GAME:** Refer to page 2
 - Select a game and click on **'Run Game'** TASK 1
 - Select **'Start Game'** TASK 2 and enter Umpire Code **abc123**, the game must be started by the referees so the team managers can select players
 - Team managers confirm players, singlet numbers and coaches

- **START OF GAME:** Refer to page 4
 - Select **'Run Clock'**, TASK 3 either the referee or scorer can start the clock

- **HALF TIME:** Refer to page 5
 - Select **'Start Half Time'** TASK 4 and enter Umpire Code **abc123**
 - Confirm number of players playing for each team TASK 5
 - To alter time on the clock refer to page 9
 - To alter scores / fouls refer to page 11
 - Select **'Run Clock'**, TASK 6 for the 2nd half

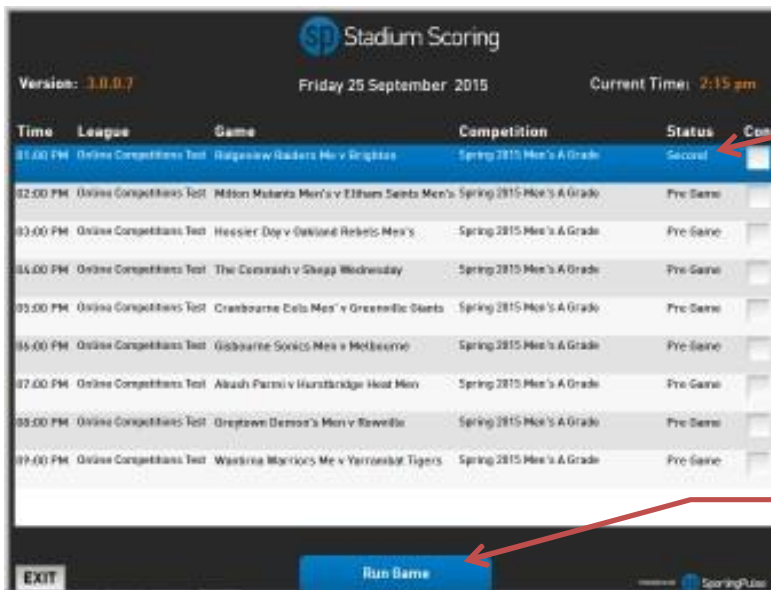
- **POST GAME:** Refer to page 7
 - To finish the game select **'End Game'**, TASK 7 scores can still be altered at this stage
 - To close the game select **'Confirm Game'**, TASK 8 scores cannot be altered after game is confirmed



EAST PERTH EAGLES DOMESTIC COMPETITION

GUIDELINES TO STADIUM SCORING FOR REFEREES

1) PREPARATION FOR A GAME



Select game to be played

Select 'Run Game'



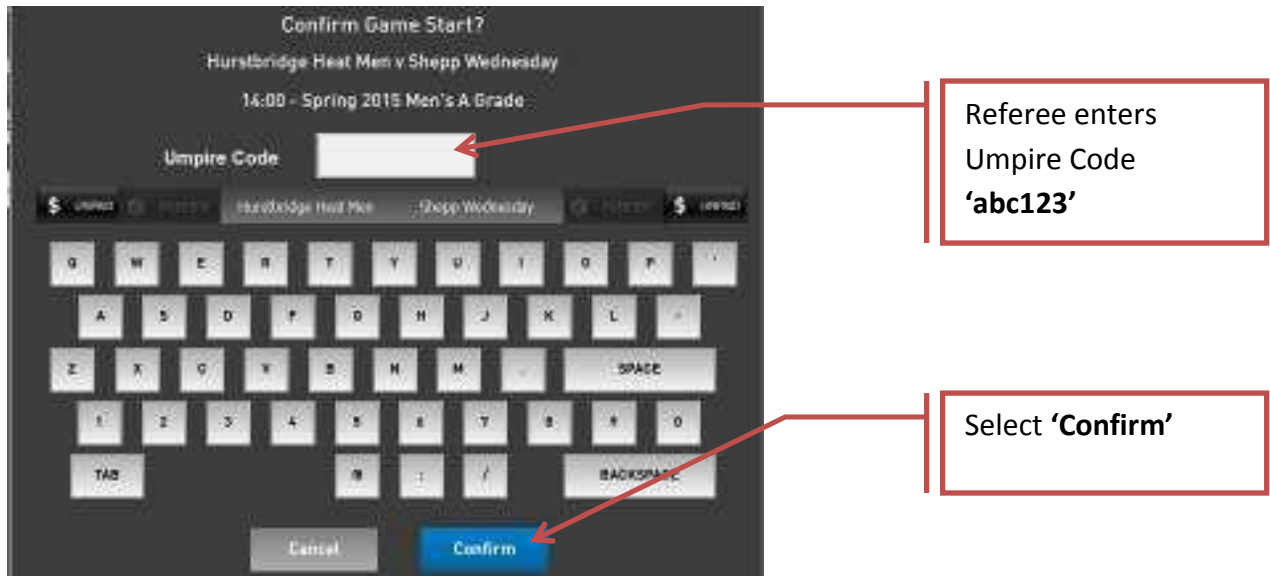
Referee selects 'Start Game'

- Select 'Start Game' so the team managers can add players and singlet numbers to their teams and to set the clock for the 1st half.



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1) PREPARATION FOR A GAME (cont)



- The Umpire Code can be either uppercase or lowercase
- Team managers will select players for the game



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2) START OF GAME

***** Note this is not the official clock for the game. The score board clock is what determines the time remaining in a game *****

The screenshot shows the Stadium Scoring app interface for a game between Milton Mutants Men's and Eltham Saints Men's. The clock is at 09:47. The score is 0 vs 0. The interface includes a 'Run Clock' button, a 'Fouls this period' counter, and a list of players with their scores and fouls. A red arrow points to the 'Run Clock' button, and a red box with text points to the 'Run Clock' button.

Select 'Run Clock' when games start

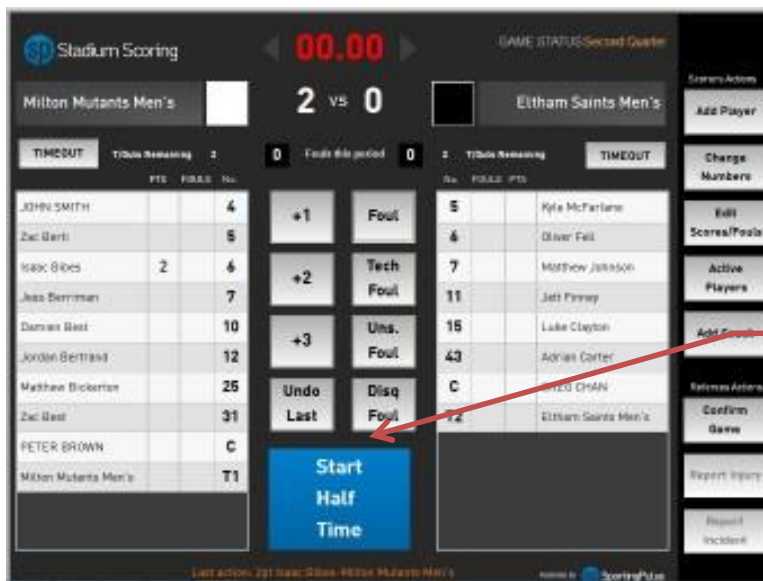
- Running the clock provides approximate information about when events occur during the game
- Scores and fouls can still be added if the Stadium Scoring clock finishes
- In the event of the 'Heat Rule', the first two periods are scored as the first half, whilst the third and fourth period are scored as the second half.
- To alter the time on the clock refer to Section 5
- To correct mistakes in scores or fouls refer to Section 6



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3) HALF TIME

a) REFEREE STARTING HALF TIME



Referee select 'Start Half Time'



Referee enters Umpire Code 'abc123'

Select 'Confirm'



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b) REFEREE CONFIRMING PLAYERS

Check number of players ticked are the same as the number of players on the bench

Select **'Confirm'**

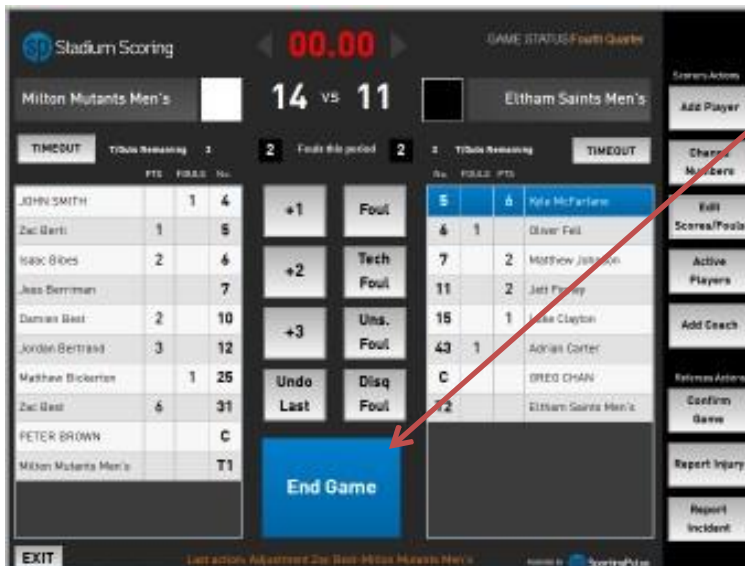
Milton Mutants Men's A Grade				Eltham Saints Men's A Grade			
#	Name	P	P	#	Name	P	P
	George Best	0	0		Trestan Burnham	0	0
	Jonathan Borynas	0	0	3	Joshua McFinn	0	0
	Michael Bibby	0	0	5	Kyle McFarlane	0	0
	Kyle Jones	0	0	6	Oliver Fell	0	1
4	JOHN SMITH	0	1	7	Matthew Jackson	2	0
5	Zac Best	1	0	11	Neil Finney	2	0
6	Isaac Dible	2	0	15	Luke Clayton	1	0
7	Jess Boninian	0	0	45	Adrian Carter	0	1
10	Darren Best	2	0				
12	Jordan Bertrand	3	0				
25	Matthew Brinkley	0	1				
31	Zac Best	6	0				

- Referee checks the number of players for each team and click confirm (if there are less players on the bench than on the computer, remove the players that are absent)
- To alter the time on the clock refer to Section 5

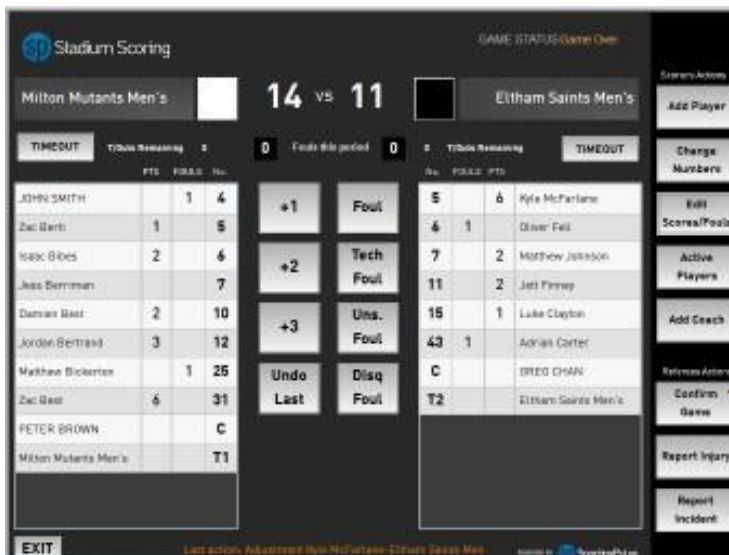


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4) POST GAME – REFEREE CLOSING THE GAME



After the referee has checked the score is correct, select 'End Game'



To finish the game select 'Confirm Game'

- After you have confirmed the game scores cannot be altered



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4) POST GAME – REFEREE CLOSING THE GAME (cont)

Confirm Game Result
Milton Mutants Men's A Grade 14 vs Eltham Saints Men's A Grade 11
14:00 - Spring 2015 Men's A Grade

Umpire 1 Code:

Referee 2 Code:

Referee 3 Code:

Cancel Confirm

Referee Enters Umpire 1 Code 'abc123'

- Leave Referee 2 Code and Referee 3 Code blank

Stadium Scoring
GAME STATUS Game Over
Milton Mutants Men's 14 vs 11 Eltham Saints Men's

TIMEOUT	TIMEOUT
JOHN SMITH 1 4	5 6 Ryle McFarlane
Zac Best 1 5	6 1 Oliver Fell
Isaac Biles 2 6	7 2 Matthew Johnson
Jess Bertram 7	11 2 Jeff Finney
Damian Best 2 10	15 1 Luke Clayton
Jordan Bertrand 3 12	43 1 Adrian Carter
Matthew Dickerton 1 25	C ORED CHAN
Zac Best 6 31	T2 Eltham Saints Men's
PETER BROWN 6	
Milton Mutants Men's T1	

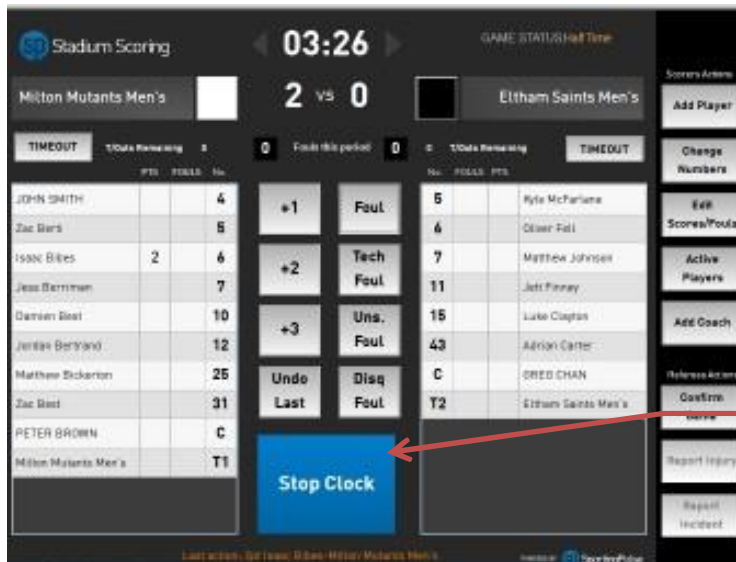
EXIT

To exit the game select 'Exit'

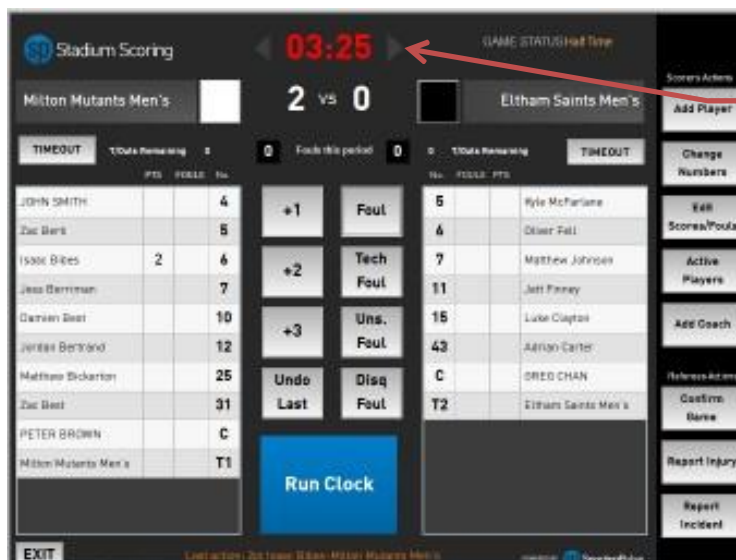


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5) ALTERING THE TIME ON THE CLOCK



Select 'Stop Clock'

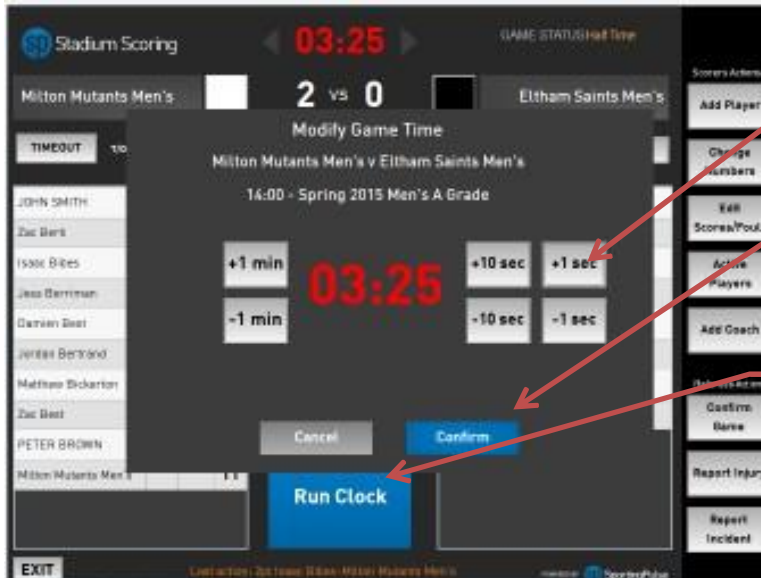


Click on the red clock



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5) ALTERING THE TIME ON THE CLOCK (cont)



Adjust time

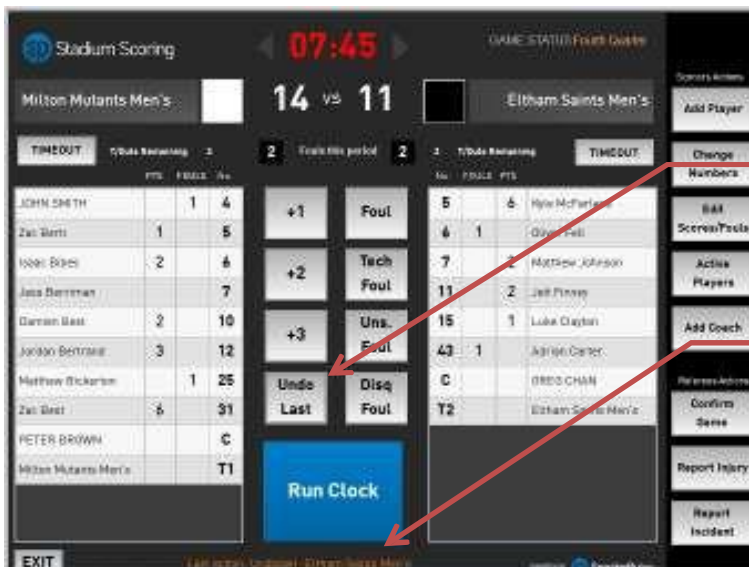
Select 'Confirm'

Select 'Run Clock'

- Adjust the time using +/- min or sec

6) ADJUSTING ERRORS IN THE SCORE OR FOULS

a) UNDO LAST ENTRY



Select "Undo last" to correct an error just made

Details of last score or foul entered can be seen here



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b) ADJUSTING EARLIER ERRORS

- Note: If an error needs adjusting wait until a break in play

The screenshot shows the Stadium Scoring software interface. The game is between Milton Mutants Men's (14) and Eltham Saints Men's (11). The game status is Fourth Quarter with 00.00 on the clock. A player, Kyle McFarlane, is selected in the player list. Red arrows point from callout boxes to the 'Player' button and the 'Edit Scores/Fouls' button in the right-hand menu.

Select "Player" to amend

Select "Edit Scores/Fouls"

The screenshot shows the 'Score/Foul Adjustments for Kyle McFarlane' screen. It displays a table of adjustments and buttons for adding points (+1, +2, +3) and fouls (+1, +T). Red arrows point from callout boxes to the +2 and +1 buttons.

To add points

To add a foul

- To add a score click on either +1, +2 or +3 (under scores)
- To add a foul click on +1 (under fouls)



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b) ADJUSTING EARLIER ERRORS (cont)

Score/Foul Adjustments for Kyle McFarlane

Qtr	Time	Action
Qtr 4	09:40	3pt
Qtr 4	09:38	3pt 3

Fouls: 0 Tech Fouls: 0

+1 +2 +3

+1 +T

Delete Action

Re-Assign Action

EXIT

1st Half entries

2nd Half entries

To delete an entry, select the entry above and then select '**Delete Action**'

- To delete a score or foul, highlight the action to be deleted and click '**Delete Action**'
- Click '**Exit**'