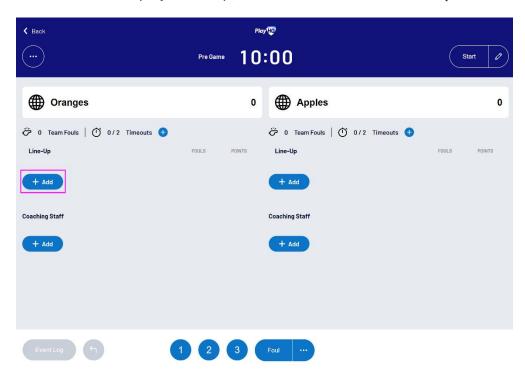


# EDJBA Scoring Instructions for Team Managers/Scorers:

# Selecting players and coaches

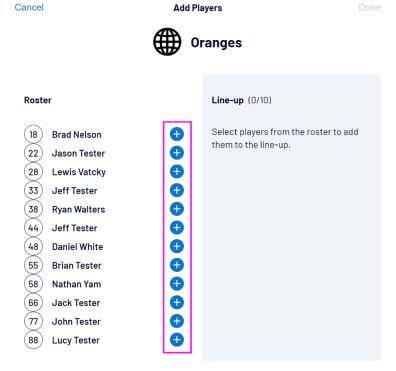
#### Adding players to a team's line-up

To select a team's player line-up, select **Add** in the team's **Line-Up** section:

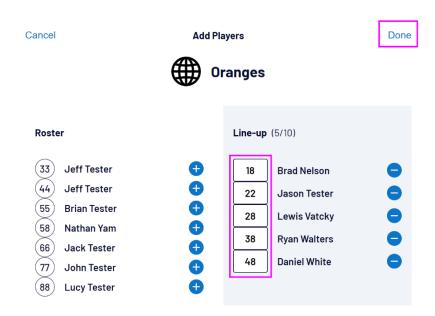


Select the **plus** (+) button next to the players you wish to add to the line-up:



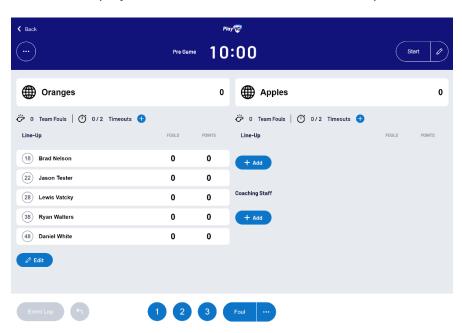


Update the players' singlet numbers as required then select **Done** to add the players:





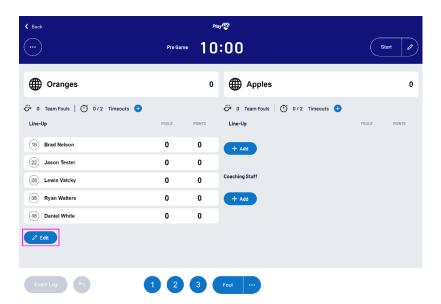
The selected players will be added to the team's line-up:



# Removing players from a team's line-up

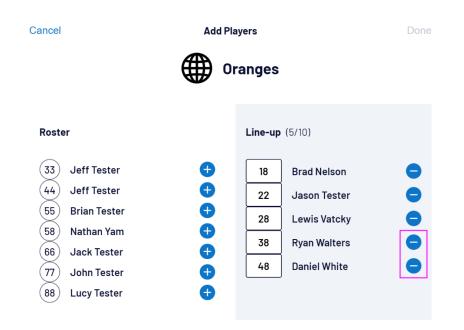
Players can only be removed from a line-up if they have no scores or fouls recorded.

To remove players from a team's line-up, select **Edit** in the team's **Line-Up** area:

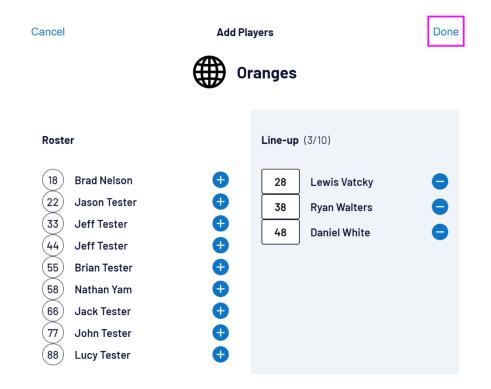




Select the **minus** (-) button next to the player(s) to remove:



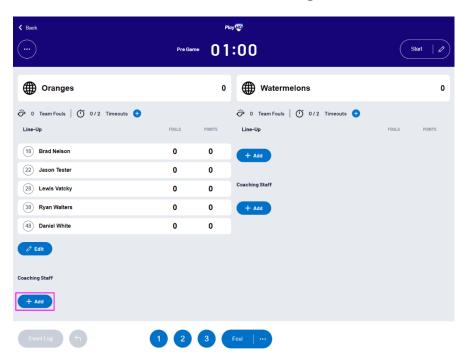
#### Then select **Done**:



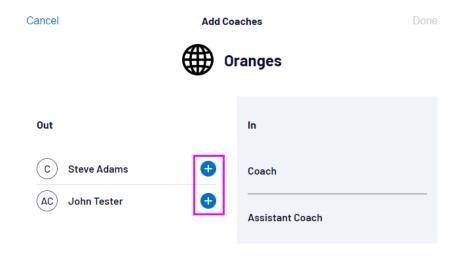


## **Selecting coaches**

To select coaches, select **Add** in the **Coaching Staff** area:

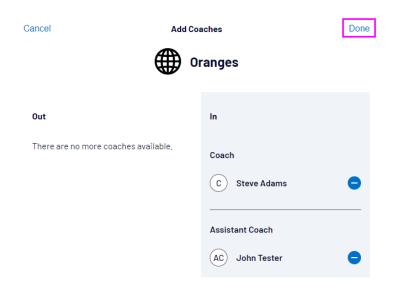


Then select the **plus** (+) button next to the coaches to add:

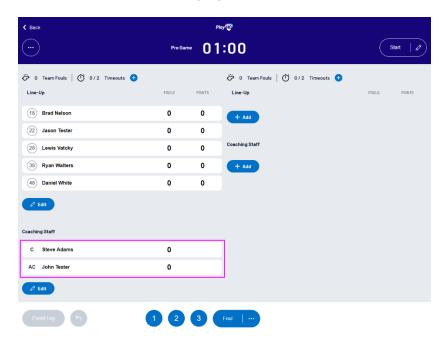


Then select **Done**:





And the coaches will be displayed:

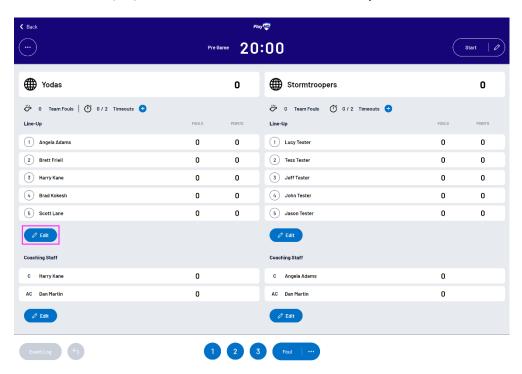




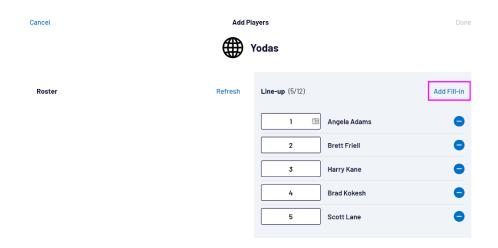
# Adding fill-in players and coaches

## Adding a fill-in player

To add a fill-in player, select **Edit** in the team's **Line-Up** area:

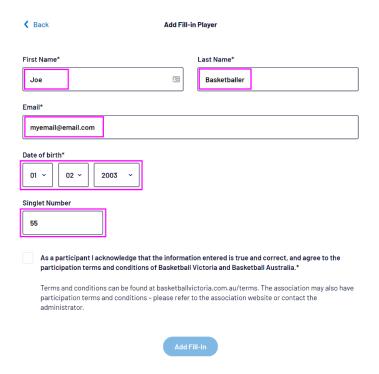


#### Select Add Fill-in:



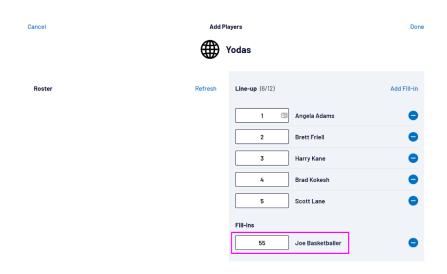


Complete the fill-in player's **First Name**, **Last Name**, **Email**, **Date of birth** and optionally their **Singlet Number**:



#### Select Add Fill-In:

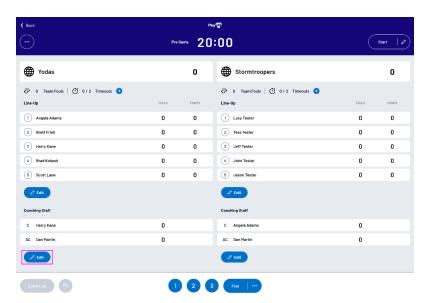
The fill-in player has been added to the team's line-up:





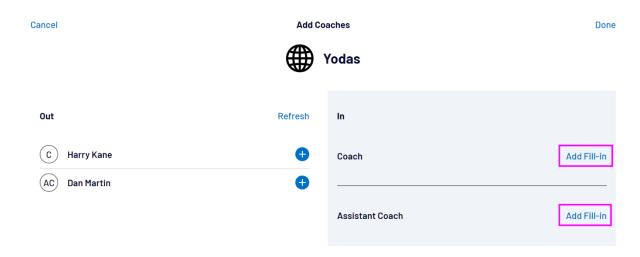
# Adding a fill-in coach

To add a fill-in coach or assistant coach, select **Edit** in the team's **Coaching Staff** area:



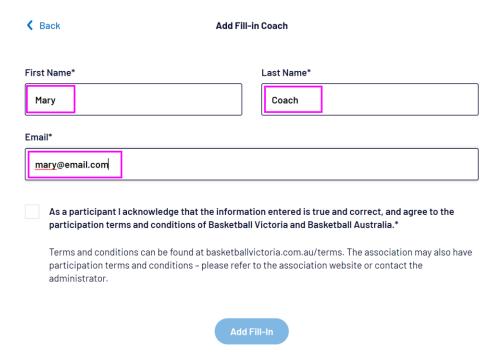
Remove any existing coaches as required:

Select Add Fill-in in the Coach area to add a fill-in coach:



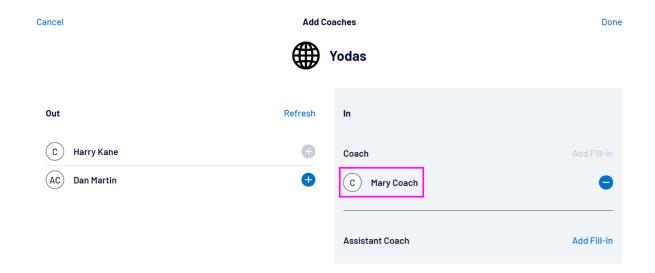
Complete the fill-in coach's First Name, Last Name and Email:





#### Select Add Fill-In:

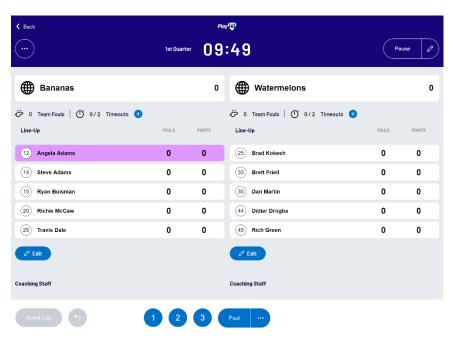
The fill-in coach has been added to the team's coaching line-up:



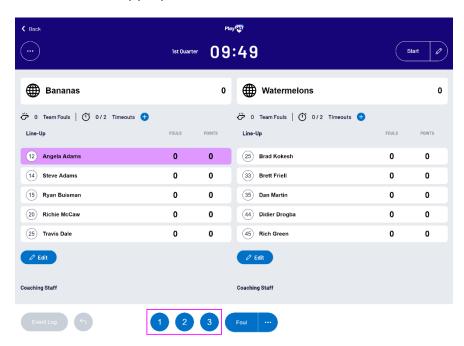


# Recording player free throws and field goals

To record a player free throw or field goal, select the **player name**:



Then select the appropriate score:

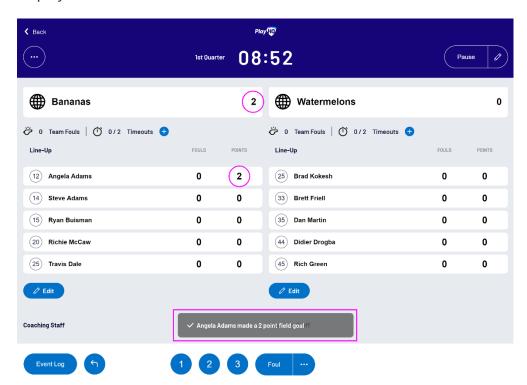




The following table describes the correct score to apply based on the game scenario.

Scenario	Score
Player makes a free throw from the free-throw line	1
Player makes a field goal on or within the three-point line	2
Player makes a field goal beyond the three-point line	3

The player and team's point totals will increase, and a confirmation message will be displayed after the score is recorded:



#### **Alternative**

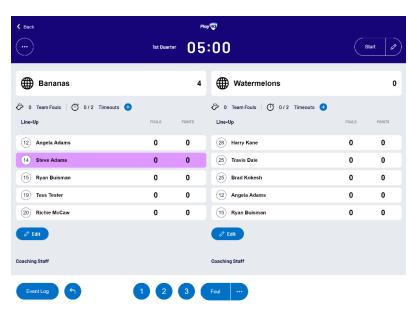
Player free throws and field goals can also be recorded by first selecting the **score** then selecting the **player name**.



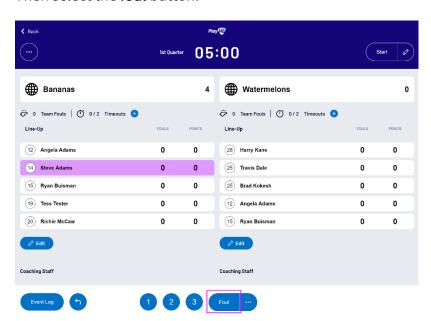
# Recording player/coach fouls

#### **Personal Foul**

To record a personal foul, select the player name:

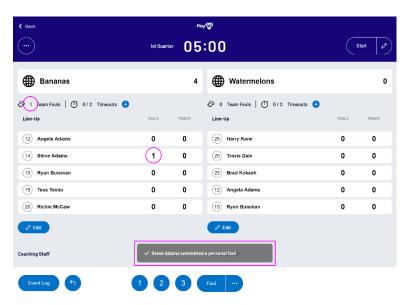


Then select the **foul** button:





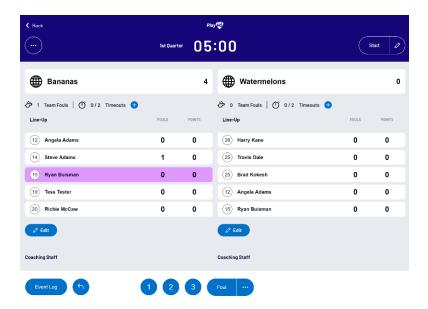
The player and team foul totals will increment, and a confirmation message will be displayed:



You've successfully recorded a personal foul.

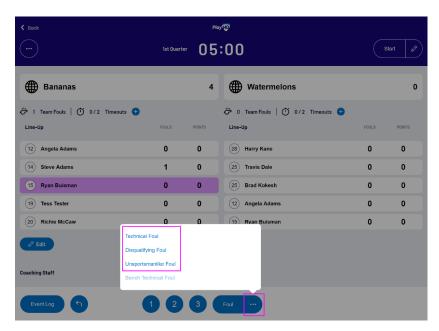
## Technical, Disqualifying or Unsportsmanlike Foul

To record a technical, disqualifying or unsportsmanlike foul, select the **player/coach name**:

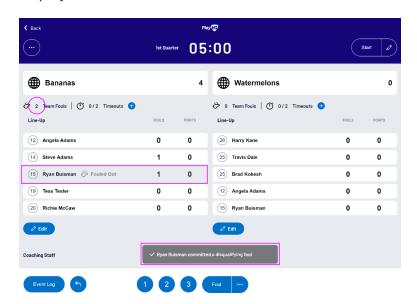




Then select the foul **ellipses** (...) menu at the bottom of the form followed by the appropriate **foul type**:



The player and team foul totals will increment, and a confirmation message will be displayed:



You've successfully recorded a technical, disqualifying or unsportsmanlike foul.



## Player 'Fouled Out' Scenarios

A player is automatically fouled out of the game if they:

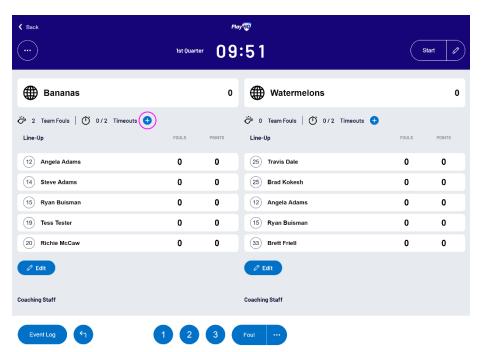
- 1. Reach the competition's player foul limit
- 2. Commit two technical fouls
- 3. Commit one technical and one unsportsmanlike foul
- 4. Commit two unsportsmanlike fouls
- 5. Commit one disqualifying foul

In the previous scenario, Ryan Buisman committed a disqualifying foul so was automatically fouled out of the game.

# **Recording timeouts**

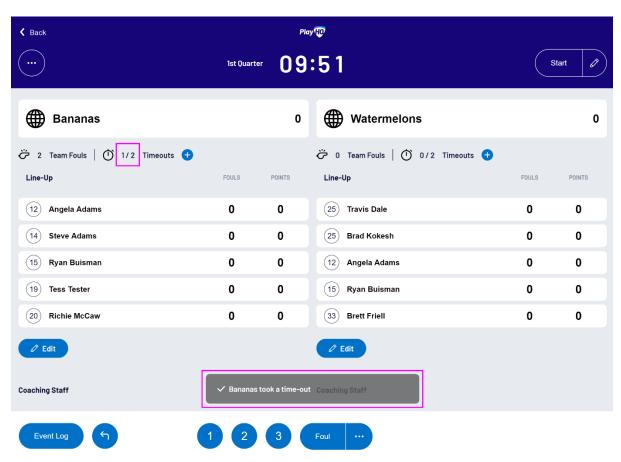
### Recording a timeout

To record a timeout, select the **timeout** (+) button against the desired team:





The timeout count will increment for the team and a confirmation message will be displayed:



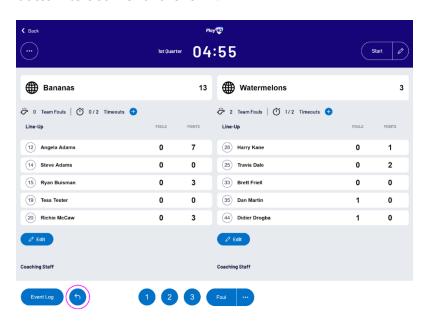
You've successfully recorded a timeout.



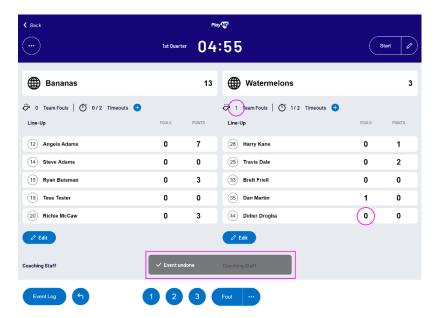
# **Undoing scoring events**

#### Undoing the previous event

To undo the previously recorded foul, score, or timeout, select the **Undo** arrow in the bottom left corner of the form:



In this example, Didier Drogba's personal foul was the last recorded event, so when the **Undo** button is used, Didier's foul is removed, his team's foul total is decremented, and a confirmation message is displayed:

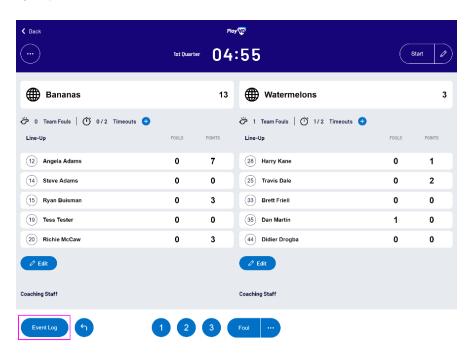




This process can be repeated for the next most recent foul, score or timeout recorded until the game's event log is empty.

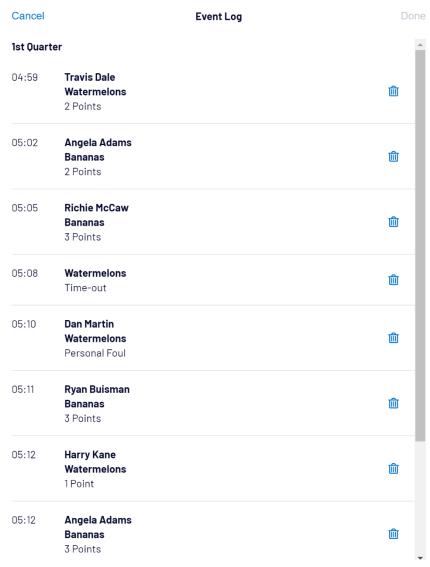
## Viewing the event log

The event log contains a list of all fouls, scores and timeouts recorded for the game. The event log can be viewed by selecting the **Event Log** button in the bottom left corner of the form:



Once selected, a list of all events captured during the game is displayed:

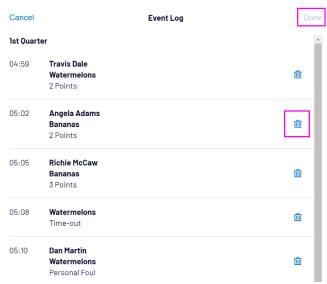




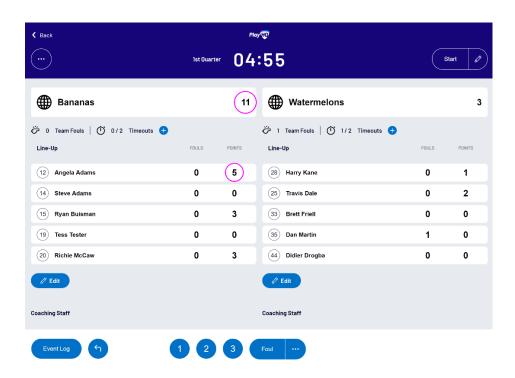
# Removing an event from the event log

To remove a specific event from the event log, select the **remove** icon against the event in the event log then select **Done**:





In this example, Angela Adams' two-point field goal was removed from her individual and team point total:



You've learned how to remove an event from the event log.