## **Requirements**

For running only the scoresheet application without any video features only some very basic hardware / software requirements have to be fulfilled:

- · Laptop, preferably with at least 14" display and a minimum screen resolution of 1280x1024
- Windows 7, 8, 8.1 or 10
- Laser or inkjet printer (preferably colour printer)
- The PC has to be configured to use Regional Settings = "English (USA)"

Note: you will need administrator access to the laptop on which you are running the software.

## Installing the Software

An installation wizard will guide you through the installation - the software can be installed with all default options.

## Note: while installing the software on computers running Windows 8 a message "Windows SmartScreen prevented an unrecognized app from starting" might pop up. In this case please simply select "More info", followed by "Run anyway".

You will also need to enter a key in order to activate the software - the activation key will be provided by FIBA Europe separately. Click "Auto Activate" afterwards. Each activation key can be used on a maximum number of 2 laptops / PC's. It is also possible to release a key from one PC in order to use it on another afterwards - to do so, simply select "Configuration - Deactivate License".

When the software is started for the first time the following message pops up: "Application folder is empty! Please chose application folder first!". You will simply need to select the folder in which all scoresheet data is stored. In case you want to share your data with others (for example for Instant Video Replay) you will need to provide some additional information:

- check "Share Folder"
- · Provide a username / password with access to this folder
- · Choose on which network you want to share data

Appli	cation Folder	×									
	Folder shared !										
	C:\Users\nick.m\Desktop										
V 5	Share Folder										
	Username:	Nick.M									
	User Password:	•••••									
	Choose Network	Adapter:									
	Adapter name	IP Address									
	Wireless Network Connection	192.168.2.118									
	Local Area Connection	192.168.116.181									
	localhost	127.0.0.1									
		ОК									

### Starting a new game

- New game: all game information and players have to be entered manually
- Import game: if a game has been created on a different PC an xml file can be imported
- Download game: for all games for which also FIBA Europe Stats Suite / live stats are used, all data (game and players) can be downloaded from the FIBA Europe servers. This is the way the software will be used in all FIBA Europe competitions the username and password are the same as for live stats

#### **New Game**

Note: as mentioned above, "New Game" is only for testing or working during friendly games. For all official FIBA games the

#### "Download Game" procedure has to be followed.

Simply enter all information manually (note: game number is always required and has to be unique).

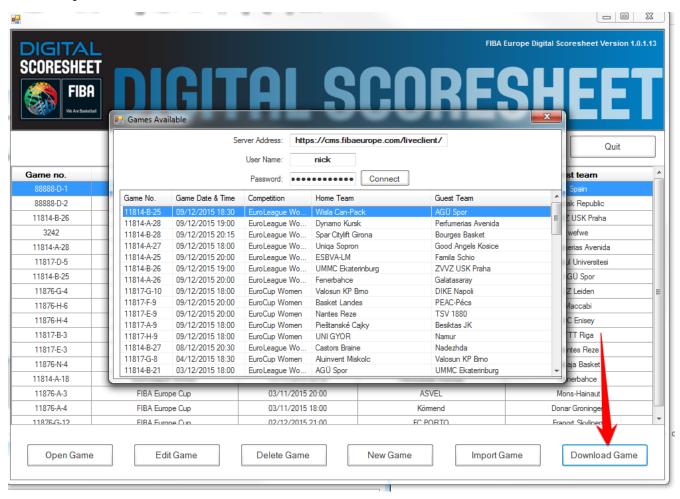
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		7		
Competition:	Test			
Place:				
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		1		
Referee 1:				
Umpire 1:				
Umpire 2:		1		
		1		
Commissioner:				
Date:	11/26/2015			
Time:	11:22			
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Ass. Scorer:		]		
		, 1		
Time Keeper:		]		
24" Operator:				
		ОК	Cancel	
				_

In order to enter team names and players select the "Teams Info" tab. Players are added or deleted by clicking the + and - icons.

me Team:		Short Name:		ID:		Guest Team:		Short Name:		ID:
ptain Licence	No. Na	ne	Sumame	St	arter	Captain Lice	ence No.	Name	Sumame	Start
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				Player De	tails					
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				Last N	ame:					
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				ОК		Cancel				
Coach:			ream Col				Coach:		Team Colo	
ssistant coach:			ream Cor	OF *		Assistant	coach:		Team Colo	

### **Download Game**

After selecting "Download Game" on the main screen you simply need to log on to the FIBA Europe CMS and select a game from the list by double clicking it.

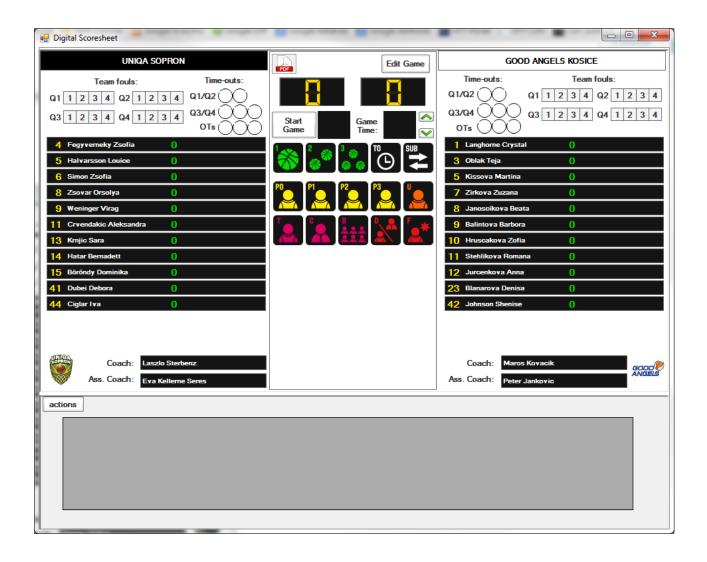


The game is now added and all game and player information is available automatically. If changes are necessary (for example players need to be added or removed this can be done in the same way as described above using the +/- icons, player details can be edited by double-clicking the player's name.

ame me info	Settings Teams info.	]									
lome T	eam:	Andorra	Short Name:	AND ID:	13270	Guest T	eam:	Wales	Short Name:	WAL ID:	13269
Captain	Licence	No.	Name	Sumame	Starter	Captain	Licence	No.	Name	Sumame	Starter
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	201401577	5	Soraya	Valdelvira Rios			201101587	5	Sophie	Evans	
	201402021	6	Berta	Paris Casanovas			201400612	6	Kelsey Leah	Penikett	
	201202962	7	Maria	Martin			201200697	7	Gemma	Thomas	
	201401571	8	Laura	Bueno Bernad			201300654	8	Emily	Stradling	
	201401570	9	Silvia	Badaji Obiols			201200706	9	Megan	Taylor	
	201401574	10	Thais	Toribio Rodrigo			201200702	10	Carys	Allen	
	201400639	11	Júlia	Marquez Tomas			201300657	11	Mali	Griffiths	
	201401572	12	Carla	Solana Perez			201400609	12	Lauren	Davies	
	201401575	13	Claudia	Comellas Saenz			201401880	13	Megan Sophie	McLoughlin	
	201401723	14	Mariona	Palou Vidal			201400605	14	Megan	Baker-Rees	
	201400641	15	Mireia	Magrinya Alonso			201200704	15	Elizabeth	Birch-Hurst	
Assist	Coach:		arrubla Seira a Marsinach	Team Color	-	Acc	Coach: istant coach:		Thor Coulson	Team Color	-
						. 50			,		

Note: the player information / roster is also accessible from the main window of the software with the "SUB" (substitution) icon.

The Main Window

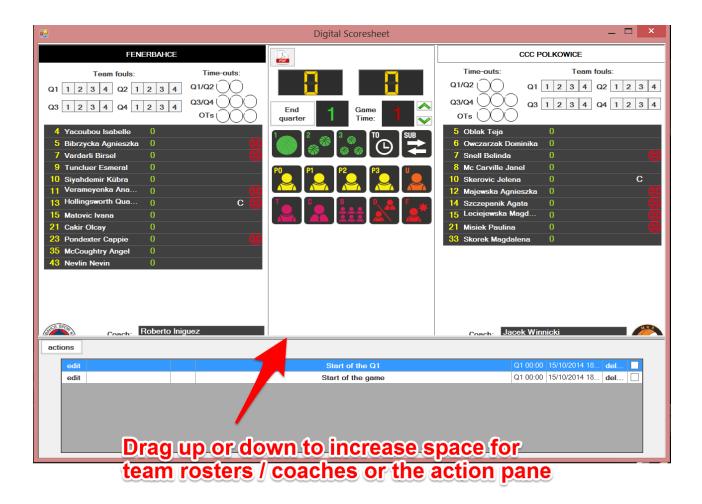


Action buttons:

- Green buttons (1, 2, 3): 1, 2, 3 points scored
- White buttons: TO = Timeout; SUB = substitution (the SUB button is also used before the game to enter the starting 5 and to mark the team captains)
- Yellow buttons (P0, P1, P2, P3): Personal Foul with 0/1/2/3 Freethrows
- Orange button "U": Unsportsmanlike Foul
- Pink buttons: Technical Fouls. T = player; C = coach; B = bench
- Red buttons: Disqualifying Fouls. D = player or coach; F = player disqualified for leaving bench area during a fight

The new foul type (2014/15 season) "GD" (game disqualification) will be added automatically in case a player or coach has reached the maximum number of technical / unsportsmanlike fouls.

In case for example the names of the coaches are not fully visible the space for the team rosters can be increased by dragging the bar between teams and actions (see below).



### **Entering Actions**

In principle all actions are simply entered by selecting a player / coach followed by the action (or the other way round). You will also need to check the game time (minute, as it would appear on the scoresheet) and, in case of fouls the number of Free Throws and if the foul should count as a team foul. The time can also be controlled from the main window - if it is adjusted for a new action it will also update the current time in the main window.

Note: the time entered is the time as it will appear on the printed scoresheet, i.e. counting upwards. For example something that happens with 8:13 on the scoreboard will be entered with game time 2.

Uigital Scoresheet					
UNIQA SOPRON	PDF	Edit Game	GOOD	ANGELS KOSICE	
Team fouls:         Time-outs:           Q1         1         2         3         4         Q2         1         2         3         4         Q1/Q2         Q1/Q2         Q1/Q2         Q3         1         2         3         4         Q4         1         2         3         4         Q3/Q4         Q3/Q4 <td< th=""><th></th><th></th><th></th><th><th colsect<="" th=""></th></th></td<>				<th colsect<="" th=""></th>	
Q3     1     2     3     4     Q4     1     2     3     4     Gradient Control of Control o	End quarter 1		OTs OOO 1 Langhorne Crystal 3 Oblak Teja		
6 Simon Zsofia () 8 Zsovar Orsolya () 9 Weninger Virag ()			<ul> <li>5 Kissova Martina</li> <li>7 Zirkova Zuzana</li> <li>8 Janoscikova Beata</li> </ul>	0 0 C	
11     Crvendakic Aleksandra     0       13     Kmjic Sara     0       14     Hatar Bernadett     0			9 Balintova Barbora 10 Hruscakova Zofia 11 Stehlikova Romana	0 ( 0 (	
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44 Ciglar Iva     0     C       Coach:     Laszlo Sterbenz       Ass. Coach:     Eva Kellerne Seres	Quarter: ame		42 Johnson Shenise Coach: Maros Ass. Coach: Peter J	GOOL	
actions					
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*Note:* in case the scoresheet data is used in combination with video (for example for Instant Replay) it is important to mark exactly the moment when something happened - for example a foul should be entered immediately when it is called and not some seconds later when the referee is making his signals towards the scorers' table. This can be achieved by always using the spacebar of the keyboard at the exact moment when something has happened - this marks the right point in the video and it is no problem to wait afterwards with entering the details of the action. In a similar way the button "from previous" can be used to mark exactly the same moment in the video for two different actions (for example the points scored and the foul in an "And-1" situation.

As you might work sometimes with and sometimes without video it is good practice and recommended to use always the spacebar for marking actions.

### **Editing / Deleting Actions**

All actions can be edited (for example changing the player of a foul or a 2PTS shot to a 3PTS shot) or deleted from the actions pane at the bottom of the main window. Clicking the "Actions" button opens a new window with further search and filter options.

		) P			1				
Böröndy	y Dominika (			12	Jurcenkov	va Anna 🌔			
Dubei Debora ()					23	Blanarova	Denisa 🚺		
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ons									
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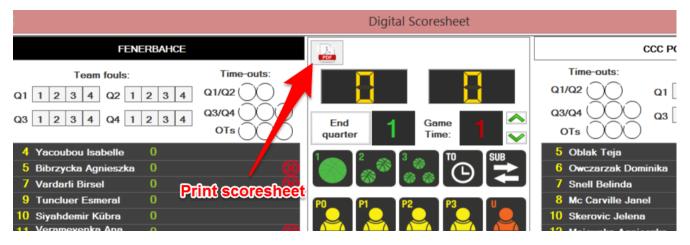
## Printing / process for signing scoresheet

Even though workflows for using digital signatures are currently being investigated, in the current version of the software and for all official FIBA Europe competitions it is required to have signed copies of the scoresheet on paper.

In detail:

- Before the game: empty scoresheet with only game info and player / coaches names is printed (one copy only) and has to be signed by both coaches as always 10 minutes before tip-off; this copy is kept by the commissioner
- After the game: 4 copies of the scoresheet are printed and all of them are signed by the referees, table officials and, in case of a protest, by the captain of the respective team; these copies are distributed in the same way as the "traditional" scoresheet (1 copy each for FIBA Europe, the organizer of the game and both teams)

In order to print the scoresheet click the pdf icon in the upper part of the main window,



Example of printed scoresheet

FIBA EUROPE FIBA **OFFICIAL SCORESHEET** Team A: \_Turkey Team A: Turkey Team B: Serbia Competition U18 Men - Division A D Game no 10085-72-A Place Konya (TUR) Date 03/08/2014 \_\_\_\_\_ Time 20:45 Competition U18 Men - Division A Date Game no 10085-72-A Place Konya (TUR) \_Releree Leandro Nicolas Lezcano (ARG) Umpire(1) Se ov (RUS) Umpire(2) Amil Balak (ISR) Team A: Turkey RUNNING SCORE Time-outs A B В В A A В ist half Period 1 1 2 3 4 Period 2 1 А 2nd half Period 3 1 2 3 4 Period 4 1 2 3 4 42 42 43 43 44 44 45 45 46 46 47 47 48 48 49 50 50 
 82
 82

 63
 63

 84
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 85
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 91
 Ē Fouls 3 4 5 Player 125 125 Players RAVRAM BAYRAM, K. UGURLU, B. OZDEMIROGLU, D. OZDEMIROGLU, D. ARSLAN, Y. GECIM, T. BAYKAN, O. KORKMAZ, F. ARAR, E. OLMAZ, A. ULUBAY, O. AKYEL M. GUVEN, E. Caseth. Omer Ugurda Savistan Cocoth. AVEI ×' 9 10 11 12 13 14 97 97 92 92 93 93 94 94 95 95 96 96 × 53 54 55

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Team A: Turk										RU	NN	IN	G SI
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**OFFICIAL SCORESHEET** 

Date 03/08/2014 Time 20.45 UR) Unpire(1) Semen Ovinov (RUS)

Fouls

PP

P2 P2 P

D

Team B: Serbia

Referee Leandro Nicolas Lezcano (ARG) Umpure(2) Amit Balak (ISR)

12 27 27 67 57 28 34 10 37 11 8 36 29 50 50

0000 A 25 A 11 A 32 A 17 A 2

Team A 85

extra Pe iods

Name of winning team . Turkey

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13 21

8 (3) 00

8 • 4 13 · Scores: Period Period Period Period

Final Score:

Α В

126 12

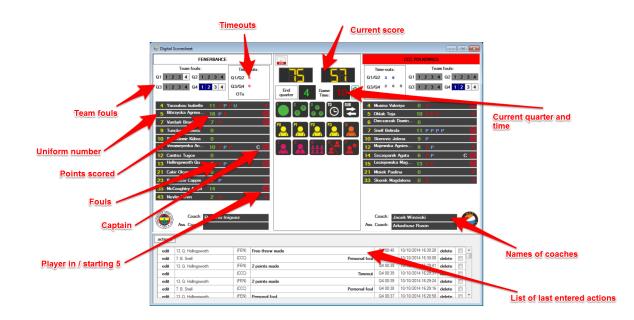
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Team B \_\_\_\_\_68

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	ch: Ayain Gokmen Guner	=1 -	19 19	59 59	99 99	139 139		ch: Aydin Gokmen	suner	
Team B: Serbia		11-	20 20	60 60	100 100	140 140	Team B: Serbia			
Time-outs	Team fouls		21 21	61 61	107 101	141 141	Time-outs	Team fou	ls	
1st half	Period 1 1 2 3 4 Period 2 1 2 3 4		22 22	62 62	102 102	142 142	int alf 4 4	Period 1		Per
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201302516 MARINKOVI	C. V. 9	_	33 33	73 73	113 113	153 153	201302516 MARINKOVIC	. V	9	X
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201202426 VUCETIC, V.		-11-	37 37	77 77	117 117	157 157	201202426 VUCETIC, V.		14	$\otimes$
201202397 KARADZIC, 1		-11_	38 38	78 78	118 118	158 158	201202397 KARADZIC, V		15	-
	isandar Bucan Pullin,	-	39 39	/9 /9	119 119	159 159	Coach: Aleks			i
Assistant Coa	ch: Marko Simonovic	-11	40 40	80 80	120 120	150 160	Assistant Coac	ch: Marko Simonov	ic	
Scorer:	Aylan Kandulu	Sce	ores: Period	1 () A_	8		Scorer:	Aylan Kəndulu		
Assistant scorer:	Emine Eskil		Period	1 🛈 A_			Assistant scorer:	Emine Eskil		
Timer:	Merve Elibol		Period	9			Timer:	Merve Elibol		
	Hediye Barutcu		Period	0				Hediye Barutcu		1
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Referee:		Fin	al Score:	Team A	Team B		Referee:	a 1 -	11	
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## e(2) 1 For FIBA Europe

### Example of main window of a finished game



# Q: I have used a laptop only for testing and can't use the license key now for another installation - what can I do?

A: Please simply select "Configuration - Deactivate license". Afterwards the license key can be used on another laptop.

## Q: I tried to download a game but after logging on I get a message "There are currently no games available". Why?

A: Games will only become available for you a few days before the game day.

# Q: I have downloaded a game and used it for some tests. How can I remove this test data to start with a "clean" game?

A: Just select the game on the main screen and click "Delete Game". Alternatively, when downloading the same game again you will be asked "File already exists! Overwrite existing file?" If you select "Yes" all locally stored data for this game will be erased.

#### Q: I have a friendly game with more than 12 players in a team - is this a problem?

A: In principle you can have as many players as you like and all of them will be shown on the user interface. However, on the printed scoresheet no more than 12 players per team will be shown.