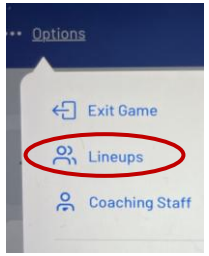
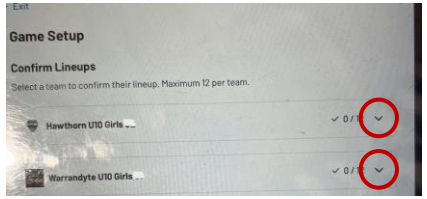
PlayHQ Scoring

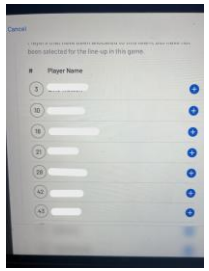
BEFORE THE GAME



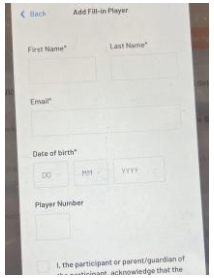
1. Select 'Lineups' from Options menu (top left of screen)

2. Select team by clicking on the down arrow



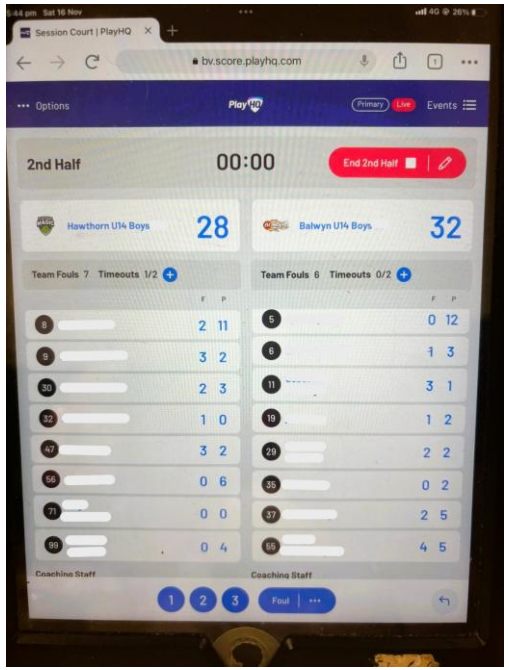


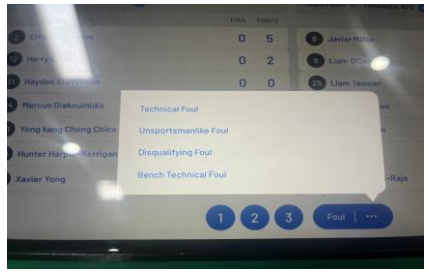
3. Select players for the game by pressing the blue + beside their name (only select players that will be taking the court for this game)

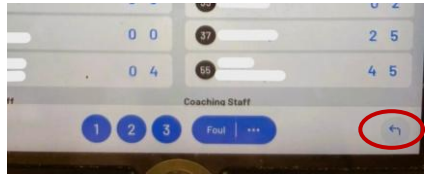


4. Add Fill In Players if needed. Please enter in correct full name, email and date of birth

DURING THE GAME







CLOCK
Press 'Start' on the clock to begin the half – it will automatically begin counting down

ADDING SCORES AND FOULS

a) Select player or team and then the action from the blue buttons at bottom of screen – 1 point, 2 points, 3 points or foul

b) Advanced fouls (technical foul, unsportsmanlike foul, disqualifying foul, bench technical foul) can be found by clicking on the 3 dots beside foul

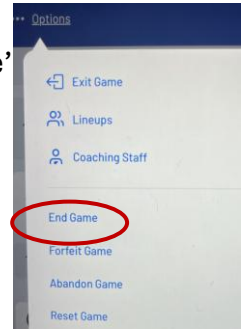
c) To remove the last score or foul – click on the arrow located in the bottom right of screen

d) Check that the iPad and scoreboard show same foul count and team scores after each action

AFTER THE GAME

a) Scorers to remain at Scorebench until Referee has ended game. Scores are final once game is ended in PlayHQ

b) Referee selects 'End Game' from the Options menu (top left of screen) and finalises game



Eastern Districts Junior Basketball Association
EDJBA

Scoreboard Scoring



TIMING RULES

- Game is made up of two 20 minute halves
- Half time is for 2 minutes
- Each team is allowed 2 time outs per half – no time outs permitted in the last 3 minutes of the first half
- Clock stops for all whistles during the last 2 minutes of the second half

CLOCK/SCORES/FOULS

a) Use toggle to stop and start time
b) To reset clock
   - Push toggle up to stop clock
   - Press reset button – will automatically go to 20 minutes
   - For half time – press 'adjust time' button until you reach 2 minutes
c) Scores and Fouls
   - Press score button for relevant team (light/dark)
   - Press foul button for relevant team (light/dark) – team fouls stop at 9 for the half
   - Reset fouls to 0 at half time

a) Siren – use this button to attract the referees attention if required
b) Errors – the undo/reset button will undo the last action

POSSESSION ARROW

- Starts in the neutral position
- After the first jump ball, the arrow is flipped to point towards the team that didn't get possession of the ball
- The arrow is flipped after the ball is thrown into court after a jump ball is called (referees signals 2 thumbs up)
- The arrow is flipped after the ball is thrown into court at the beginning of the second half