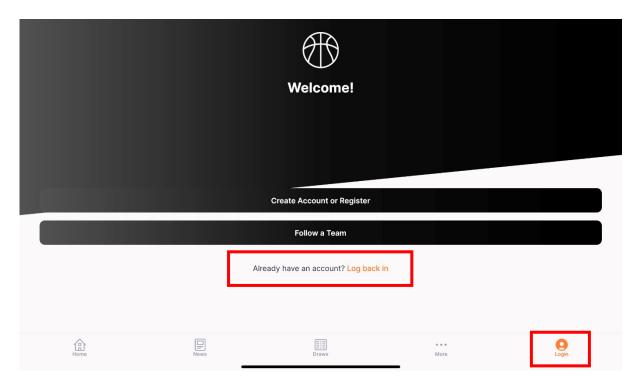
# **BASKETBALL CONNECT**

Scoring App Manual

### Step 1 – Assigning a court on the iPad/Tablet

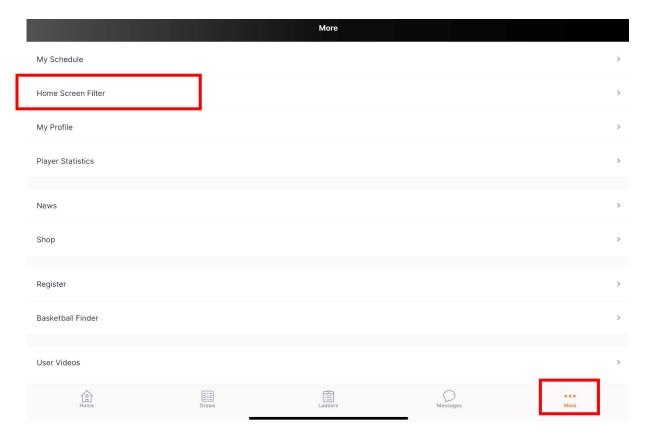
Download the Basketball Connect App on the App Store or Google Play on your iPad or scoring tablet.

**Step 2**Log in to the App using your court to score details.

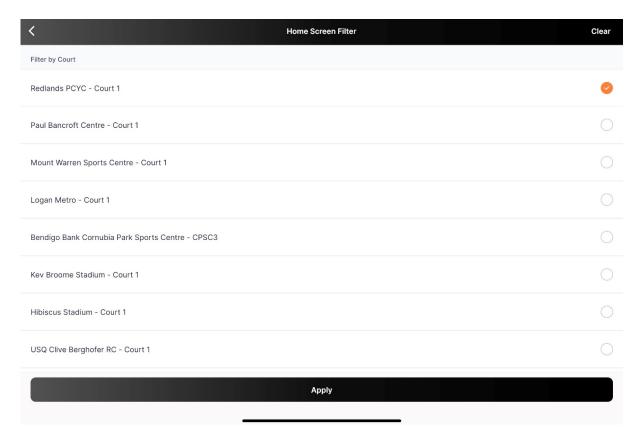


**Step 2** Filter your games by court.

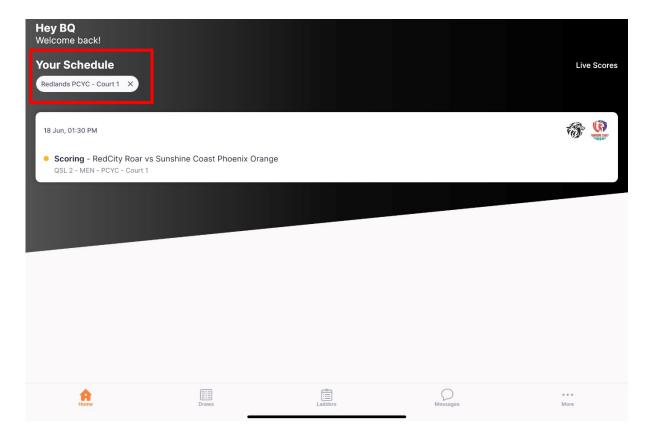
Select More on the bottom right of the screen and locate Home Screen Filter



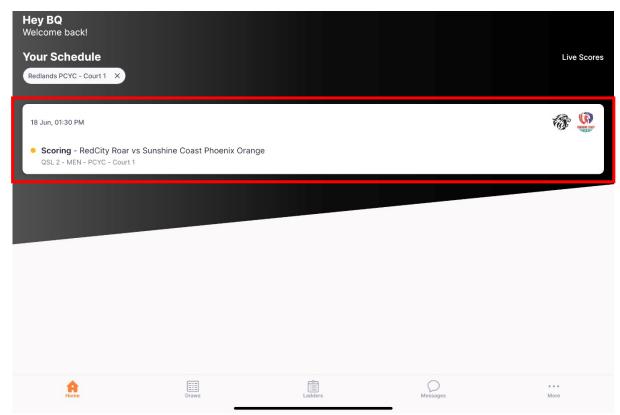
**Step 3** Select the correct court and hit Apply.



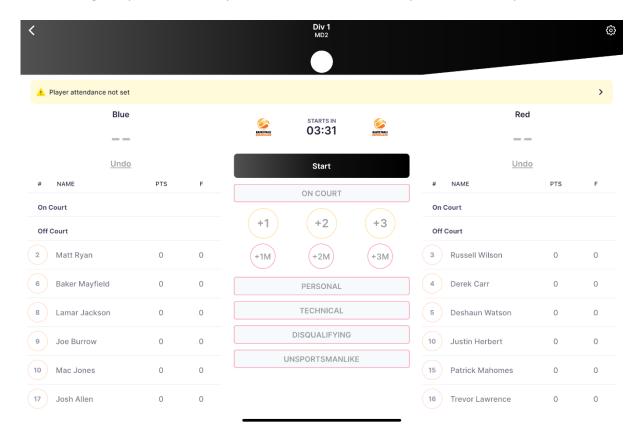
Now navigate to the Home icon at the bottom left-hand side of the screen. The App will now show games assigned to this court only.



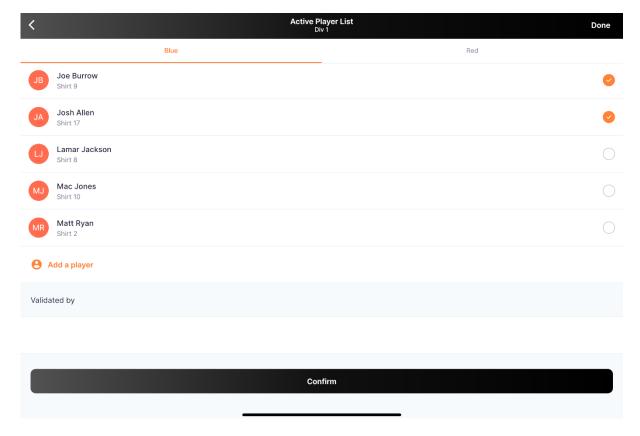
**Step 4**To open a game to score, click on the game panel.



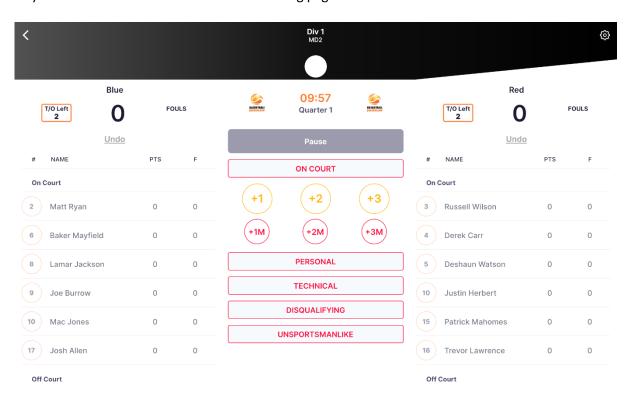
**Step 5**Prior to the game you must set Player Attendance. Click on the top of the screen – yellow box.



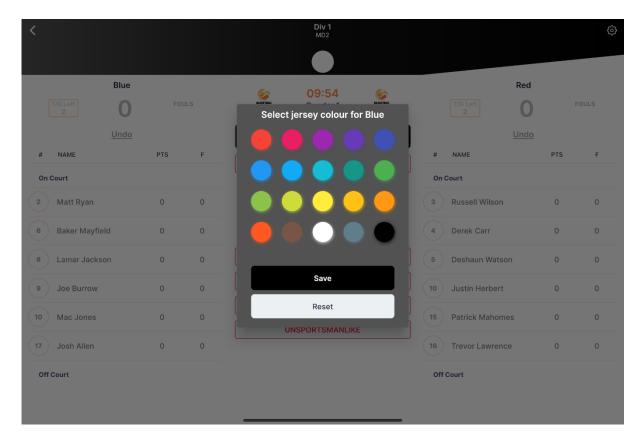
Select the tick box next to each player that is playing. If a player is missing a number a pop-up box will appear asking to insert scoring correct number. Confirm both teams and hit Done. **NOTE: This only needs to be done once per competition.** 

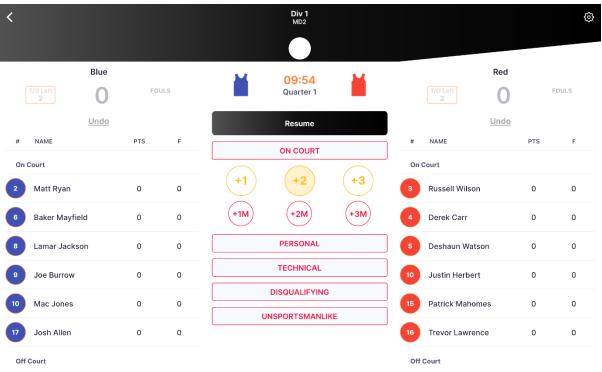


**Step 7** Players have now been confirmed on the scoring page.

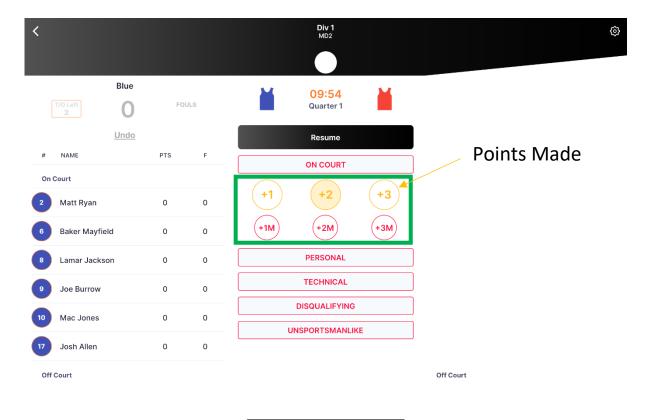


**Step 8**Change jersey colour for both teams. Click on each team's logo to change their colour on the screen using the colour menu.

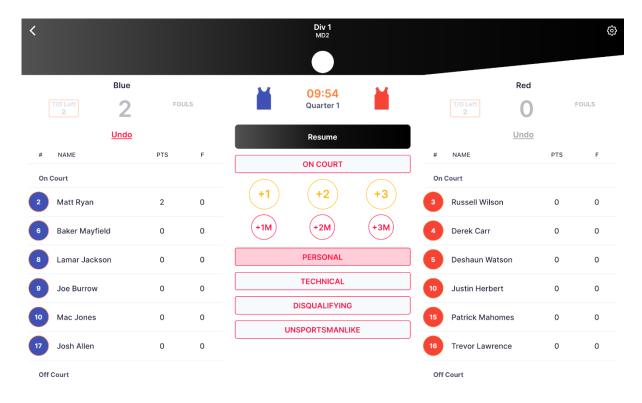




**Step 9**Adding points to a player. Points made (in yellow) are to be selected FIRST before a player is selected. The writing will darken, and the player can then be selected.

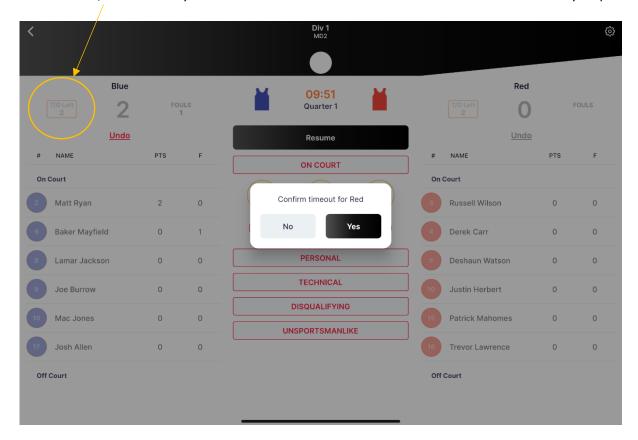


Adding fouls to a player. Fouls (either Personal, Technical, Disqualifying or Unsportsmanlike) are to be selected FIRST before a player is selected. The writing will darken, and the player can then be selected. Points and Fouls can be selected either when the clock is running or paused.



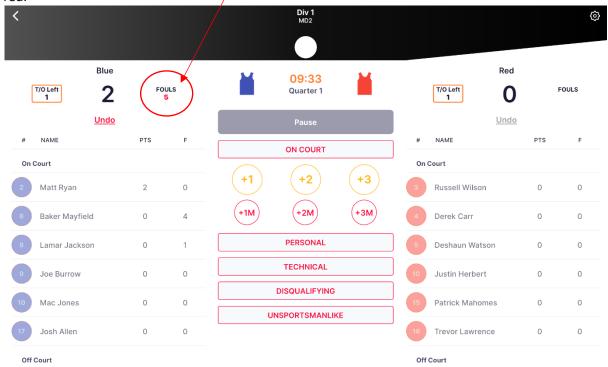
**Step 11** Selecting a timeout for either team.

Click on the T/O Left box in yellow and confirm timeout for that team. Clock will automatically stop.



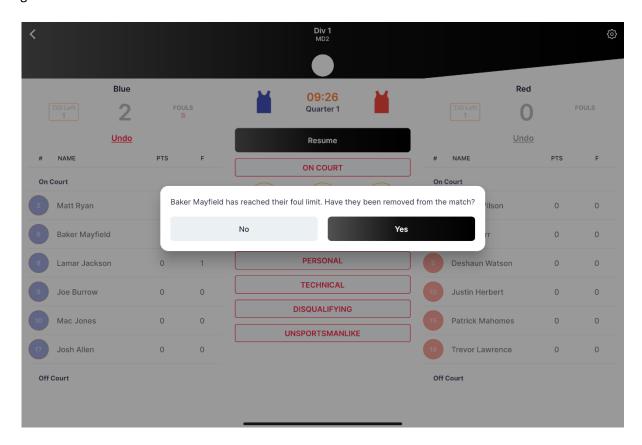
# **Step 12** Team reaches foul bonus threshold.

Once a team reaches their foul bonus threshold for the quarter the number of fouls will display in red.

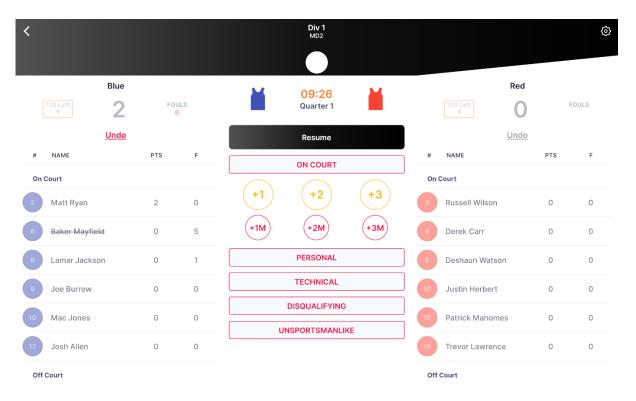


Player reaches foul limit.

Once a player reaches their foul limit a pop-up box will appear asking to remove them from the game.

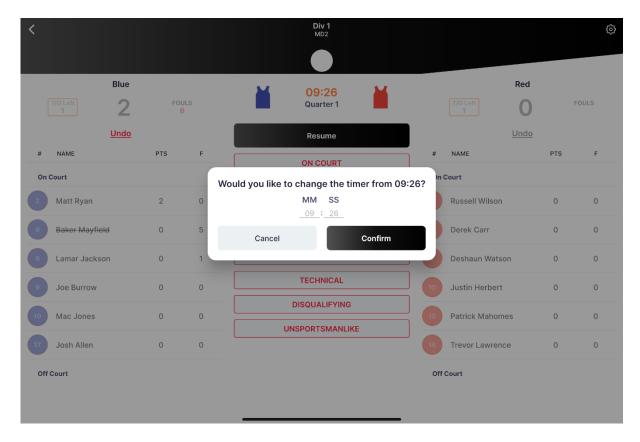


Once a player has been removed, they will be crossed off the list.



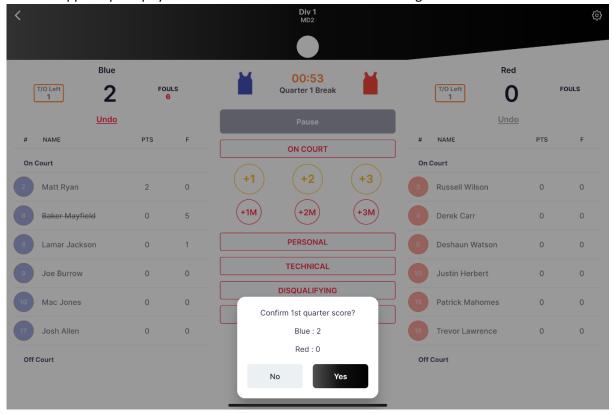
# **Step 14** Editing the clock.

Click on the time at the top of the screen and edit the minutes and seconds.



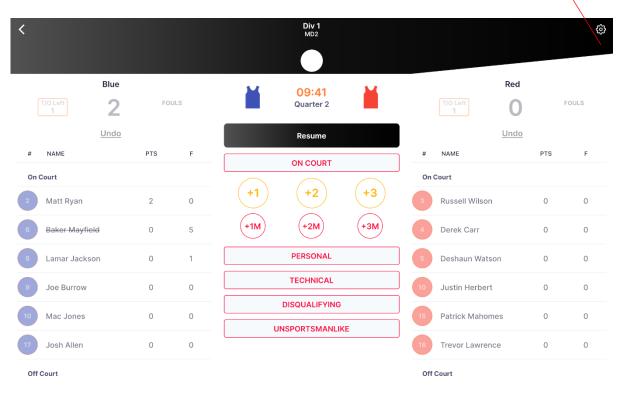
### Step 15

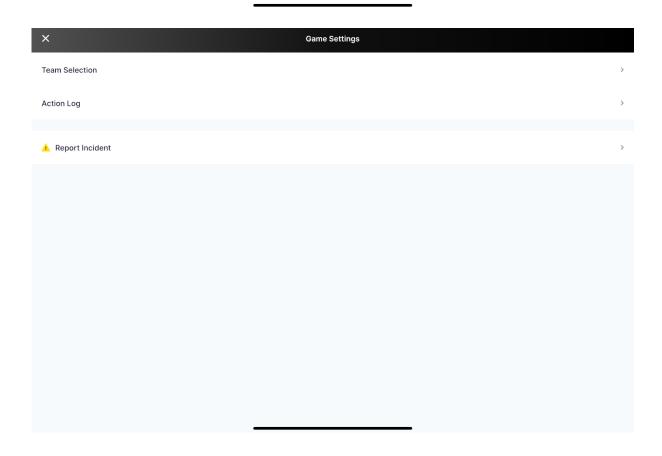
Confirm score at end of each quarter. Once the clock runs out in each quarter a pop-up will appear asking you to confirm scores. If scores need to be corrected, you may select NO, make changes and then the app will prompt you whether the scores can be confirmed again.



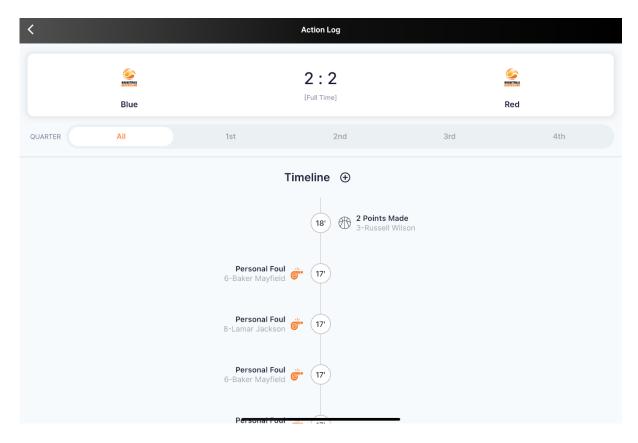
Edit Game Settings.

To edit either the Team Selection, Action Log or Report an Incident click on the top right Settings cog.

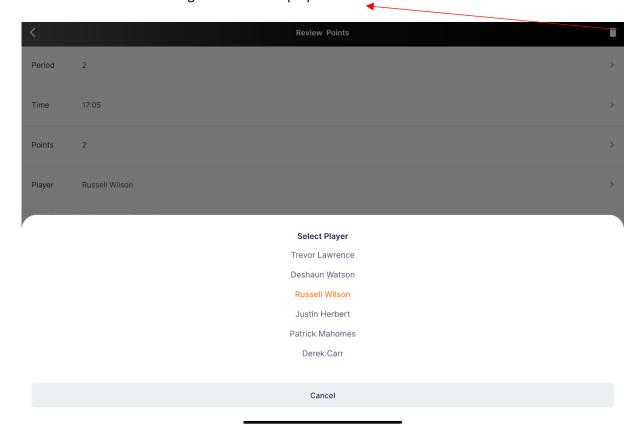




**Step 17**View and edit Action Log.
Click on Action Log to view and edit any points, fouls etc throughout the game.



Click on the action and change to a different player or delete the action.



Add an incident report.

Click on whichever option is relevant from Spectator, Discipline, Injury – Ambulance, Injury – First Aid or a Referee Report.

Enter details and select Next to confirm the incident to the relevant competition organiser.

<	Incident Type	
Spectator		
Discipline		$\bigcirc$
Injury - Ambulance		
Injury - First Aid		
Referee Report		

Confirm final scores.

Once the game is complete you will need to confirm the final score when the pop-up appears. If scores need to be corrected, you may select NO, make changes and then the app will prompt you whether the scores can be confirmed again.

Once complete select YES to confirm the game. There is no need to enter a code. Either the scorebench or the referees may action this.

