RACT Insurance Tasmanian Netball League

Scoring Guide 2022

Draft 2 – March 2022

Contents

PRE-SEASON

1. Each club nominate a bench manager for the season, and potentially a reserve bench manager if required by your club.
2. These 7+ individuals along with Michelle, Luke and Palf will be granted PlayHQ access to the Netball Tasmania e-scoring portal.
3. In 2022, There will be:
    a. A guide for the 2022 season shared
    b. A zoom meeting ahead of the season (Wednesday March 9th 6:00pm)
    c. An in-person practice opportunity at the Collingwood v Lightning closed match on Saturday 12th March from **pm
    d. Other training opportunities by negotiation with Michelle/Luke/Palf.
    e. (Michelle, Palf and/or Luke will be available for Round 1 and 2)

PRE-GAME

Day Before Match

1. Bench Manager charge iPad and pack it and the charger to bring to the game

Match Day (Can be prior to arrival, or on arrival at venue)

2. Connect to internet. If wi-fi already connected, move to step 4
3. To connect wi-fi, use the venue credentials on page ** of this guide
4. Log into e-scoring portal
5. Select venue of the match to be scored, by searching venue name
6. Select day/date of competition
7. Bench Manager sets the PIN for the upcoming match
8. Press 'start session' and if multi-court venue also select court/stadium number
9. The view will show all games scheduled for the selected venue for the selected day
10. Lock the session to court/stadium and day, to ensure that only the active game is actioned, and the Bench Manager retains the responsibility of authenticating the game (with the PIN that has previously been set)

Match Day (Upon arrival at venue; T-1 hour to match start)

11. Connect to venue internet (if required) using credentials on page ** of this guide
12. Visit HERE to view team line up with the starting seven and interchange identified. Note that as per PlayHQ settings, this will not be able to be viewed until 60 minutes prior to match start
13. Multiple devices may access this page to view team line ups
14. Transpose team line ups from device to Scorer 1 and Scorer 2 forms
15. Once transposed, this page may be closed and return to match screen.

GAME

1. Ensure that you are viewing the match screen
2. Note that should there be any changes to team starting line up between T – 60 minutes and match commencement, team managers are to approach the bench and have a verbal conversation with the bench manager. Changes to starting line up should be rare, and only occur in cases of illness/injury sustained during warm up

PHASE ONE

PlayHQ Scoring Integration – From Round 1

Use iPad in Scorer 2 position

1. At match commencement, press start and use this button to keep track of the playing time as it counts down
2. Use the pause button to hold time at umpire direction, and restart on umpire whistle
   a. If time is held by umpires for an injury/illness stoppage, start a timer to record 30 seconds while time is paused on PlayHQ
   b. If a player suspension occurs, start a timer to track the 2-minute penalty period
3. Time the break periods before recommencing play using the start/pause buttons
4. If an error is made (i.e. missed pausing for umpire time) the match play clock may be edited and corrected.

PHASE TWO

PlayHQ Scoring Integration – From Round 8, or earlier if comfortable

Use iPad in Scorer 2 position

1. Complete all aspects of Phase One, and:
2. In addition to controlling time, also use the scoring feature to live score the match
3. Score will not be attributed to individual players, rather it will track team goals and misses
4. When a player shoots and misses, press the appropriate team name, then the 'miss' button
5. Where a player shoots and scores, press the appropriate team name, then the 'goal' button
6. If an error is made, it can be corrected by pressing the undo button – located at the bottom left of screen:

SCORER 2 no longer needs to track running score on paper when this method is implemented, as the running score will be maintained in the game log on PlayHQ.

PHASE THREE

PlayHQ Scoring Integration – During finals, or earlier if comfortable

Use iPad in Scorer 2 position; Timekeeper 1 no longer required

1. Complete all aspects of Phase One and Two, and:
2. In addition to controlling time, also use the scoring feature to live score the match with goals and missed attributed to individual player positions
3. When a player shoots and misses, press the appropriate position (GA/GS), then the 'miss' button
4. Where a player shoots and scores, press the appropriate position (GA/GS), then the 'goal' button
5. If an error or is made, it can be corrected by pressing the undo button – located at the bottom left of screen:

6. Control rolling subs on the match screen, by: *screenshots to be added when available*

The responsibilities of Timekeeper 1 (stoppage/suspension timers) will include the responsibilities previously assigned to Timekeeper 2.

POST-GAME – (Phases 2 & 3 ONLY)

This section remains as a DRAFT only and will be updated prior to the commencement of Phase 2

- *At the conclusion of the game, confirm all details of the score balance with Scorer 1*
- *Once the score is confirmed as correct, press on the menu icon at the top-left (3 dots) and choose 'End Game'*
- *Press 'Confirm' and hand the iPad to the Bench Manager*
- *Bench Manager selects 'Submit Game Result' and re-enters PIN (from Pre-Game)*
- *The game will now appear in the 'Completed' tab, rather than the 'Upcoming' tab*
- *Check on the PlayHQ Public Portal (PlayHQ.com) under the relevant Grade and Round, to confirm the game has the correct final score and the status reads as 'Final' (rather than Upcoming, Pending, In Progress / Live)*

PLAYHQ SCORING – FULL STEP-BY-STEP INSTRUCTIONS

Starting a PlayHQ E-Scoring session

1. On your device, navigate to: http://na.score.playhq.com
2. Login using your PlayHQ Admin credentials
3. Choose the Venue you wish to score a game at
    i. Recently used venues will appear in the 'Recent' list or you can type to search for additional venues
4. Choose the Day(s) of the game(s) you wish to score
    i. You can select games up to 7 days in advance
5. Create a PIN – this will be required post-game, to finalize and submit the scores

Scoring a game in the PlayHQ E-Scoring application

Once logged in and the Venue and Day(s) have been selected and a PIN created:

1. On the left panel, select the Day and Court of the game(s) you wish to score
2. On the right panel, in the 'Upcoming' tab, press on the game you wish to start
3. In the scoring interface, press the 'Start' button at the top right to begin the clock
    i. Once the clock has started, press 'Pause' at the top right to pause the clock
    ii. Press the pencil icon to edit/reset the clock to the desired time
    iii. The game can be scored without the use of the clock
4. Press on 'Goal' or 'Miss' followed by the Team/Player, to assign scores
    i. This can also be achieved by selecting the Team/Player first, then pressing Goal/Miss
5. Press the 'Left Arrow' (Undo button) at the bottom left to remove the last action
6. Press on the 'Event Log' at the top right, to review the scoring actions
7. By pressing on the menu button (3 dots icon) you are able to:
    i. End Period
    ii. End Game
    iii. Forfeit Game
    iv. Abandon Game
    v. Reset Game – this resets all current scores back to 0
8. Once the game is complete, use the End Game option and follow the prompts to submit the game and finalize the result (requires PIN code)

APPENDIX

Useful Website Links:
- Netball Tasmania TNL webpage: https://tas.netball.com.au/tnl-2022
- PlayHQ Public Portal: https://www.PlayHQ.com
- PlayHQ Netball E-Scoring Portal: http://na.score.playhq.com
- TNL Fixtures and Results: https://www.playhq.com/netball-australia/org/netball-tasmania/2022/1d4bba23

E-Scoring TESTING Website Links:
- Test TNL 2022 on the User Acceptance Testing (UAT) Public Portal: https://www.uat.playhq.com/netball-australia/org/netball-tasmania/2022/4d0917fd
- User Acceptance Testing (UAT) PlayHQ Netball E-Scoring Portal: https://na.score.uat.playhq.com/

PlayHQ Support Articles:
- Player positions – PlayHQ