



# Scoring with ***SCOREKEEPER LIGHT***

Glory League Tutorial

# Open **SCOREKEEPER**

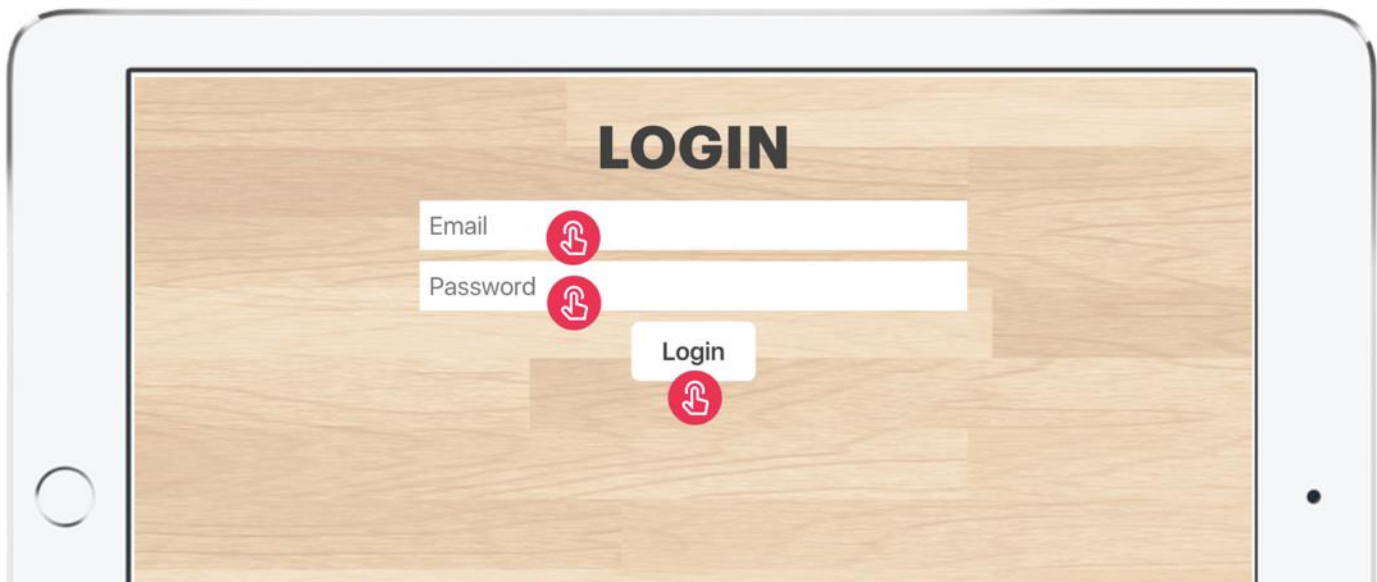
Tap on the SCOREKEEPER icon on your iPad to open the  
Glory League Scorekeeper app:



# Login to *SCOREKEEPER*

Enter your association admin email:

Enter your association admin password:



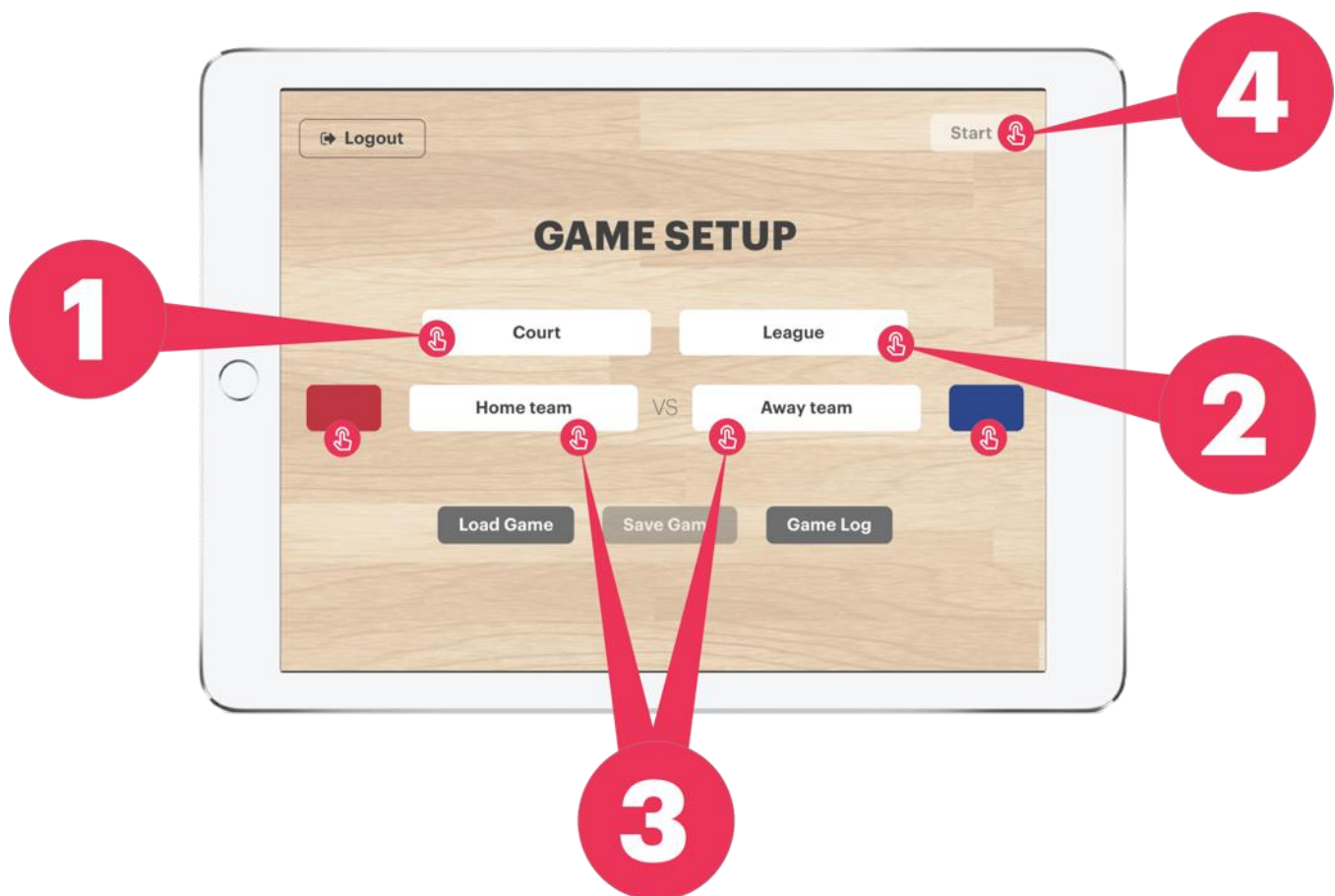
\*If you are unsure what your login details are, please ask the venue controller or referees in your venue, contact your Association League Manager, or email [support@gloryleague.com](mailto:support@gloryleague.com)

# Game Setup with *SCOREKEEPER*

- 1 - Choose the Court that you are playing on
- 2 - Choose the League of the teams that are playing.
- 3 - Tap to choose each team that is playing

\*Once both teams are checked in, observe the colours of each team and check the team colours are correct.

- 4 - Tap the start button to begin the game



\*Please see the next page for details on the SportsTG Setup with *SCOREKEEPER*

# SportsTG Setup with *SCOREKEEPER*

1 - Select the Game from the list

2 - Press 'Start'



# Team Setup

5 - Tap players into the game & check numbers are correct

6 - Tap the **REFEREES** button to check referees into the game

7 - Tap the **NEXT** button to start the game

\* Note: the next button will not work if players have the same numbers

\*From this page, you are also able to

- Press the mode button to toggle between Scorekeeper Light and the regular Scorekeeper.
- The Association can set a default scoring system for each league (in the Glory League Engine Room).
- change player numbers,
- add new players to the game,
- and player email addresses

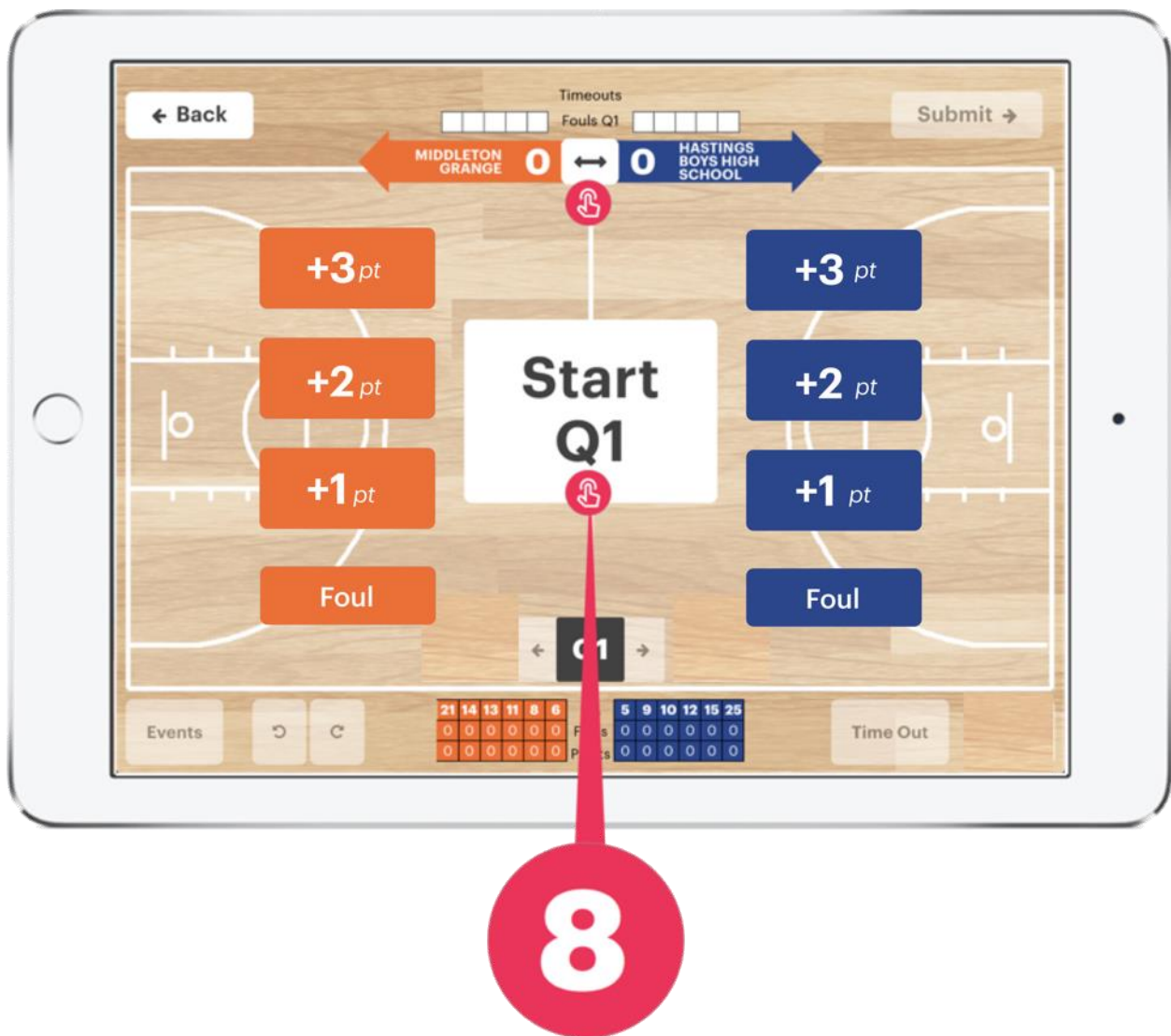


# Start the Game

Make sure the coloured team arrows are pointing in the same direction as the teams by using the FLIP button

**8 - Tap the Start Q1 button** before the tip-off as soon as the players walk onto the court.

\*NOTE: The camera will begin recording once the Start Q1 button is tapped.



# Adding a 2PT shot

The referee will make the following signal when a player attempts and makes a 2PT shot.

2 POINTS



2 fingers, 'flag' from wrist

9 - Tap the 2pt button as soon as a shot goes in.





## Adding a 2PT shot - continued

**10** – Then tap the number of the player who made the shot

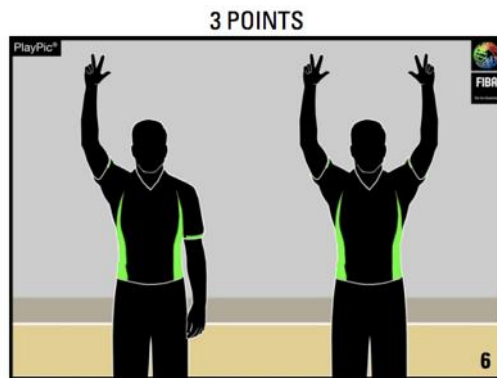
**11** – You are able to add players to the game, or edit player numbers



**\*Note:** please record the shot immediately to avoid delay that can cause you to miss future Made or Missed shots (especially in a fast game)

# Adding a 3PT Shot

The referee will make the following signal when a player attempts and makes a 3PT shot.



3 fingers extended  
One arm: Attempt  
Both arms: Successful

As soon as the ball goes in  
**12 - Tap the 3pt button for the shooting team**



## Adding a 3PT Shot - continued

**13- Choose the player that made the shot**

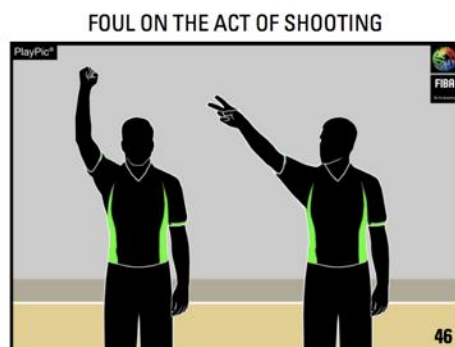
**14 – If you are not sure who made the shot, you can allocate it to the team.**



*\*Note: please record the shot immediately to avoid delay that can cause you to miss future Made or Missed shots (especially in a fast game)*

# Adding a Free Throw

The referee will make the following signal when a player is fouled in the act of shooting and will receive Free Throws.



One arm with clenched fist, followed by indication of the numbers of free throws

Consider if number 33 from the blue team is taking a Free Throw. If he makes the shot

**15 – Tap the +1pt button as soon as the shot is made**



**15**

## Adding a Free Throw - continued

**16** – Number 33 makes the shot, so tap the ‘33’ button

**17** - If the shot is unsuccessful, tap the ‘22’ button in the Red, ‘1PT Miss’ area of the app.



# Adding a Foul

Once the referee has blown their whistle and signaled a FOUL (one clenched fist + whistle blown, per below)



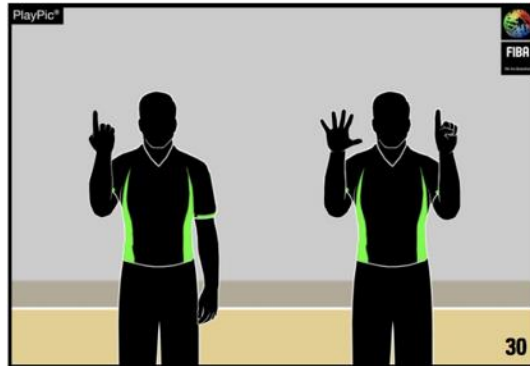
One clenched fist

**18- Tap the Foul button for the correct team**



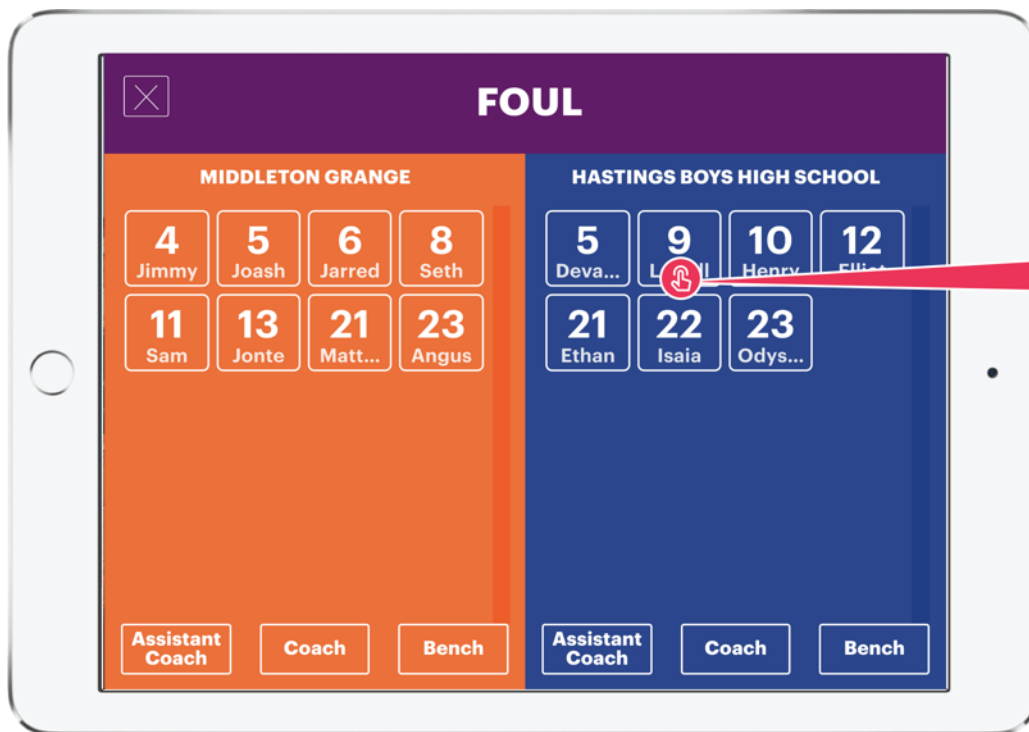
# Adding a Foul - continued

When the referee signals the number of the fouler:



## 19- Tap the player number

In this case, number 9 blue was the fouler



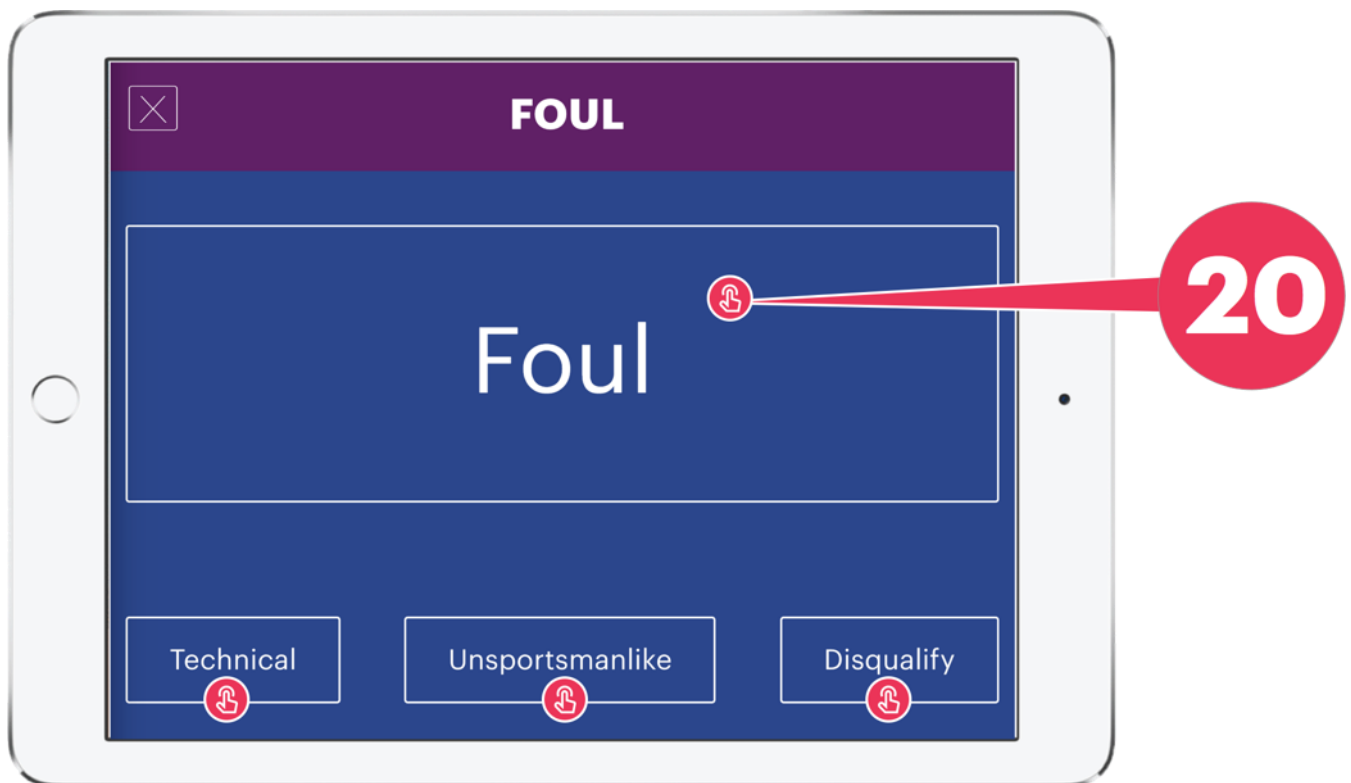
\* Note: Fouls can also be assigned to coaches, assistant coaches or the bench.

# Foul Type Selection

For regular fouls, shooting fouls and normal offensive fouls

## 20 - Select the large foul button

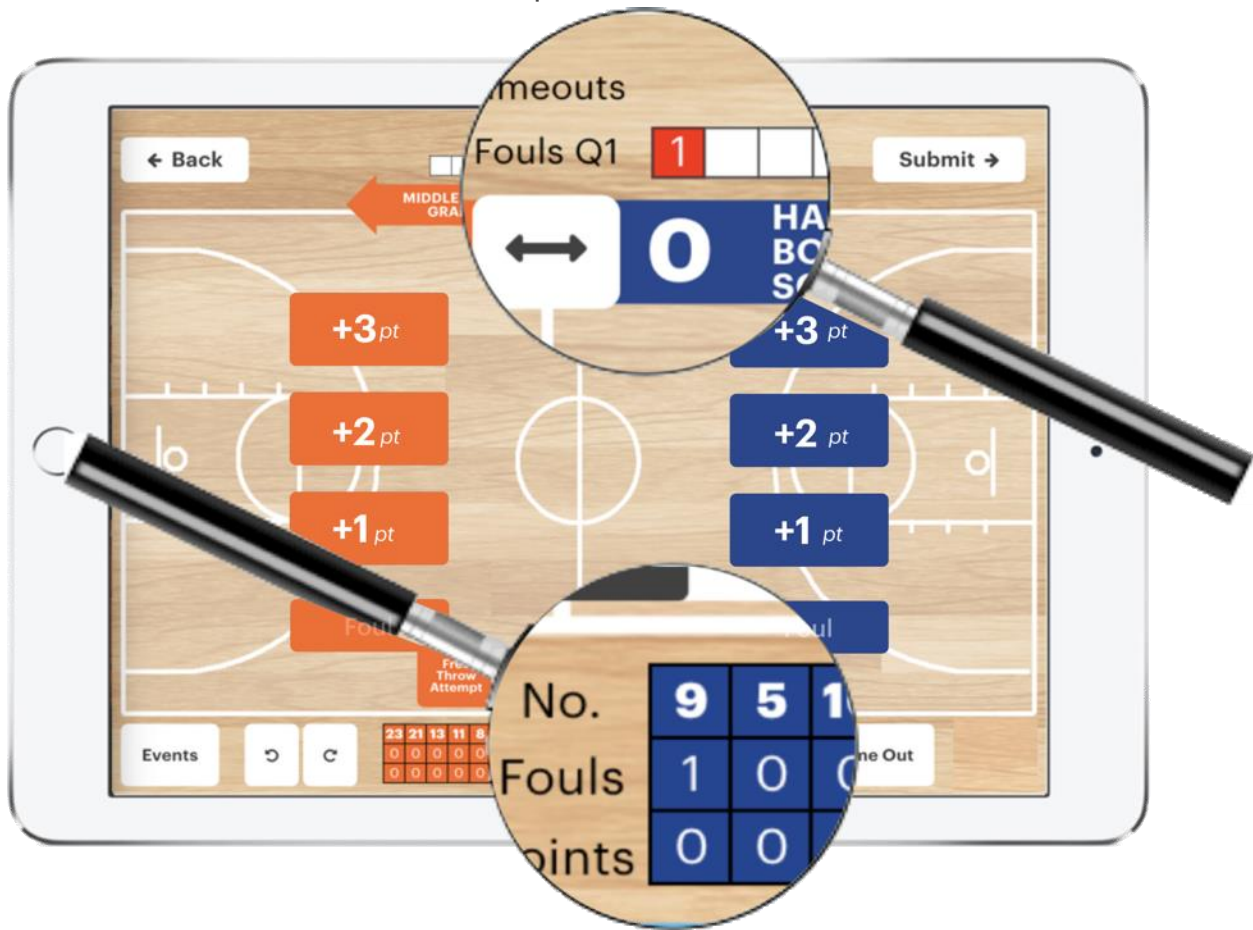
For Technical, Unsportsmanlike, or Disqualification fouls, choose the smaller buttons at the base of the interface.





# Foul Totals

The number of **Team Fouls** in the period appear in the white/ red 'Fouls box' at the top of the screen.



The number of **Player Fouls** for each player on the blue team appear in the blue (No./ Fouls/ Points) grid the bottom of the screen.

\*Note: Players are crossed out once they have 5 fouls. If a player exceeds 5 fouls, please notify the Referee, so the player can be removed from the game.

# Adding a Timeout

Once the referee signals a Timeout:



Form T,  
show index finger

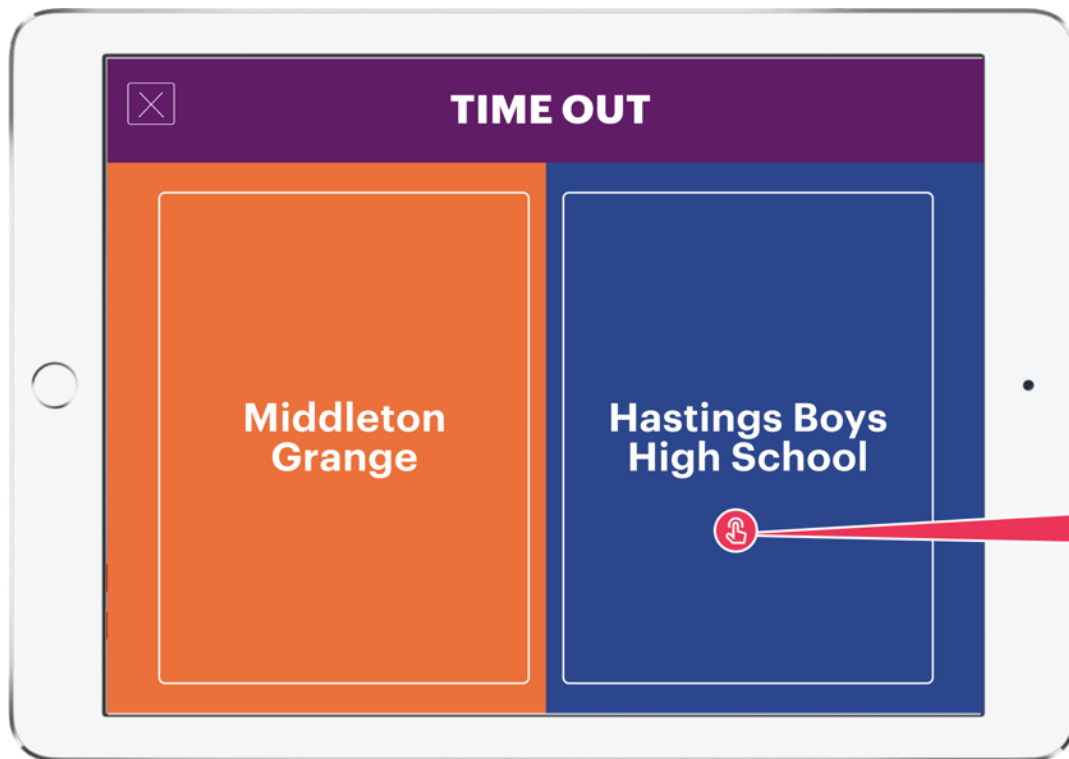
21 - Tap the 'Time-Out' button on the base of the interface.



21

# Adding a Timeout - continued

22 - Choose the team who called the Timeout.



# Undo / Redo

**23** - If you make a mistake, you are able to undo the previous action you took in the app, by pressing the 'UNDO' Button



**23**

**24**



**24** - You are able to Redo a previous action that you un-did, by pushing the 'REDO' button

# Changing Periods (Quarters or Halves)

Once you reach the end of the period  
**Tap the right arrow**



\*Note: if you are going from H1 to H2 or from Q2 to Q3 the team direction arrows will automatically flip

# Events Page

**25 - Tap the events button** to bring up the list of all events that have occurred in the game



**25**

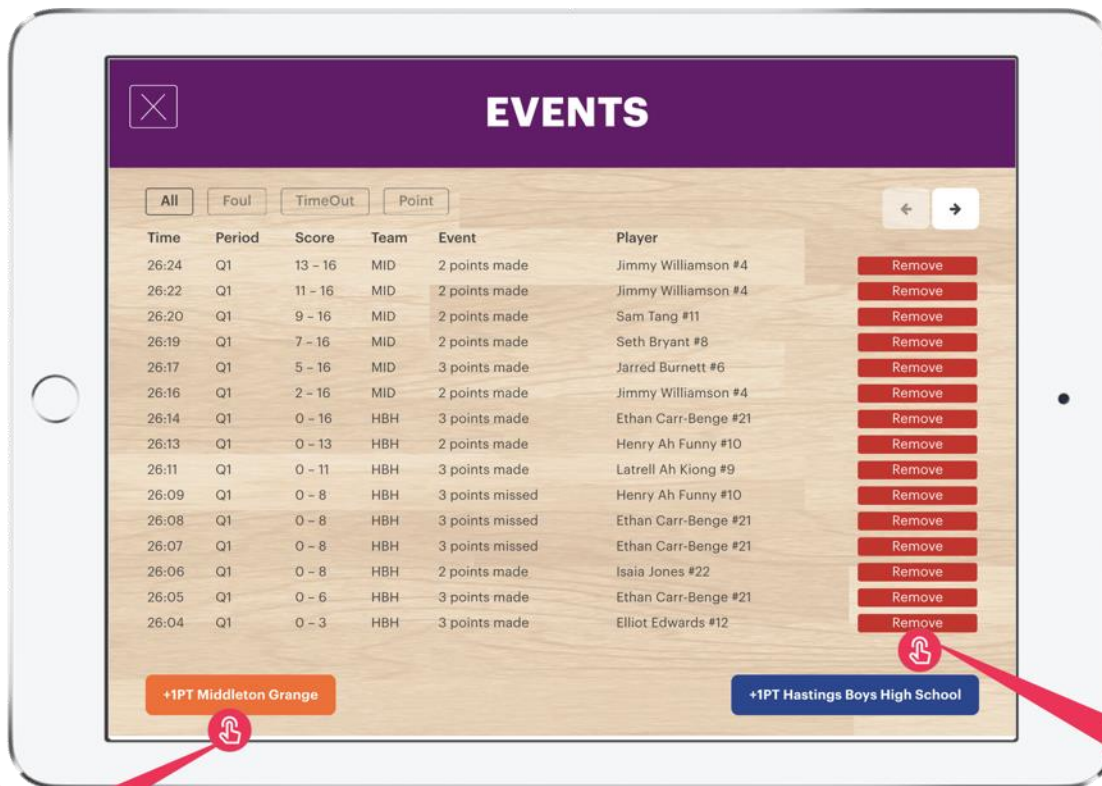
The events page is useful to cross check or to resolve any discrepancies that may have arisen during the course of the game.



## Events Page - continued

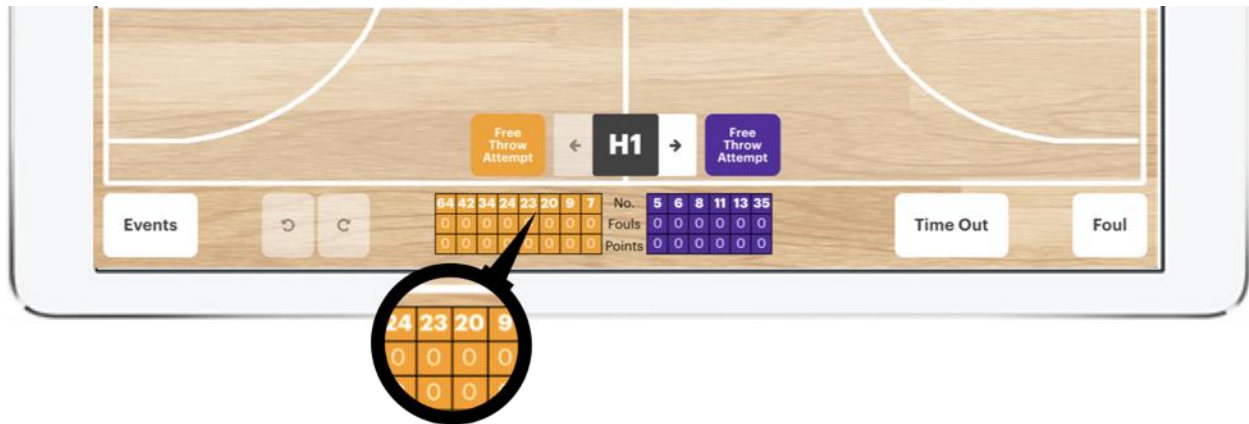
**26 - Tap the Remove button** to remove any event from the game  
(2PT, 3PT, personal fouls etc)

**27 - You can add points** (1PT at a time) to either team to correct the team scores.



# View Boxscore

Tap on the Team Coloured Scoregrid to view the 'BOX SCORE' of either team



BOX SCORE						
Number	Name	Points	Fouls	FT M-A	2PT M-A	3PT M-A
7	Colin Chung	0	0	0 - 0	0 - 0	0 - 0
9	Daniel McDougall	0	0	0 - 0	0 - 0	0 - 0
20	Vinay Naran	0	0	0 - 0	0 - 0	0 - 0
23	Chris Bunt	0	0	0 - 0	0 - 0	0 - 0
24	Luke Becker	0	0	0 - 0	0 - 0	0 - 0
34	Sam McCole	0	0	0 - 0	0 - 0	0 - 0
42	Regan Trow	0	0	0 - 0	0 - 0	0 - 0
64	Daine Kingma	0	0	0 - 0	0 - 0	0 - 0



# Game Submission

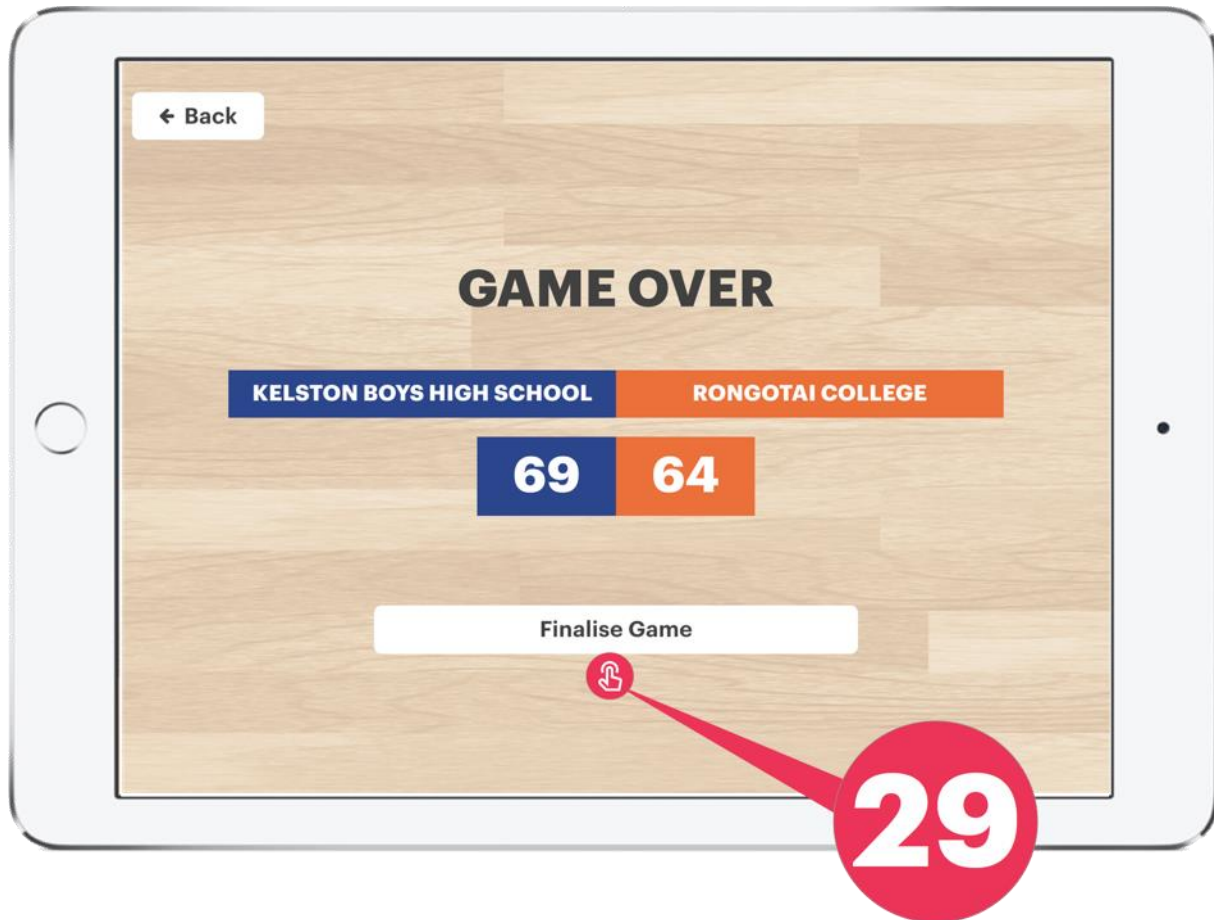
Once the game is finished, please check that game score on the application matches the score on the clock, then:

## 28 - Tap the 'Submit' button



## Game Submission - continued

**29 - Take the tablet to the referee** for them to press the **'Finalise Game'** button to confirm and finalise the game.



Once the 'Finalise Game' button has been pushed, the screen will switch to a new game setup page.

End of Tutorial