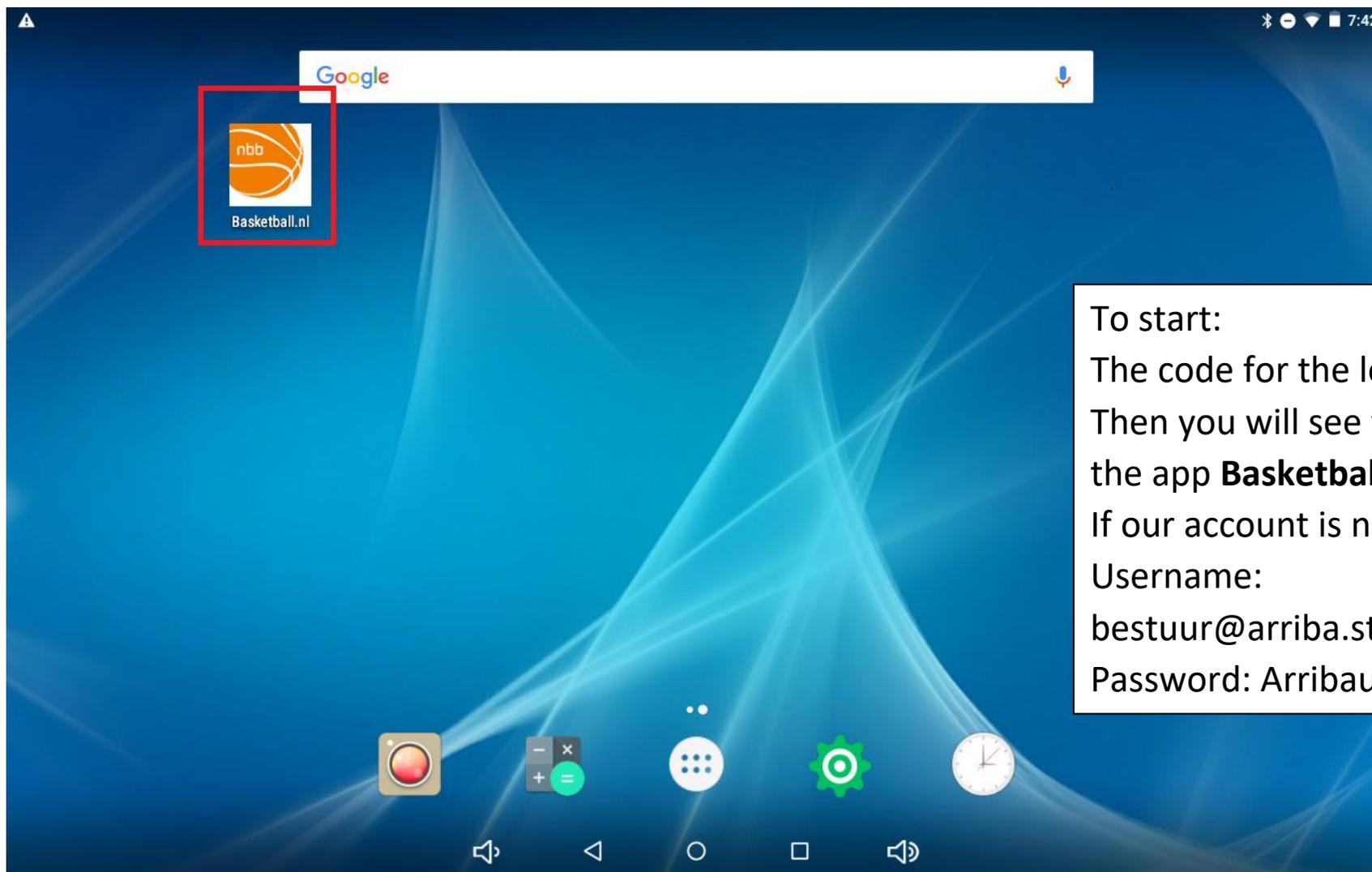


Manual Sportlink

Digital match form





To start:

The code for the lockscreen is **3104**.

Then you will see this page. Click on the app **Basketball.nl**

If our account is not logged in, use:

Username:

`bestuur@arriba.student.utwente.nl`

Password: `Arribaut3104`



bestuur@arriba.student....

- Home
- Programma 7
- Uitslagen 14
- Stand

DEMO

Demo wedstrijd

FAVORIETEN

Zoeken

Filters uit
Volledig programma

ZATERDAG 28 OKTOBER

WEDSTRIJDSECRETARIS



D.B.V. Arriba MSE 1

19:15



BV Groningen MSE 2

ZATERDAG 4 NOVEMBER

WEDSTRIJDSECRETARIS



D.B.V. Arriba VSE 1

17:15



S.V.Z.W. VSE 2

ZATERDAG 4 NOVEMBER

WEDSTRIJDSECRETARIS



D.B.V. Arriba MSE 3

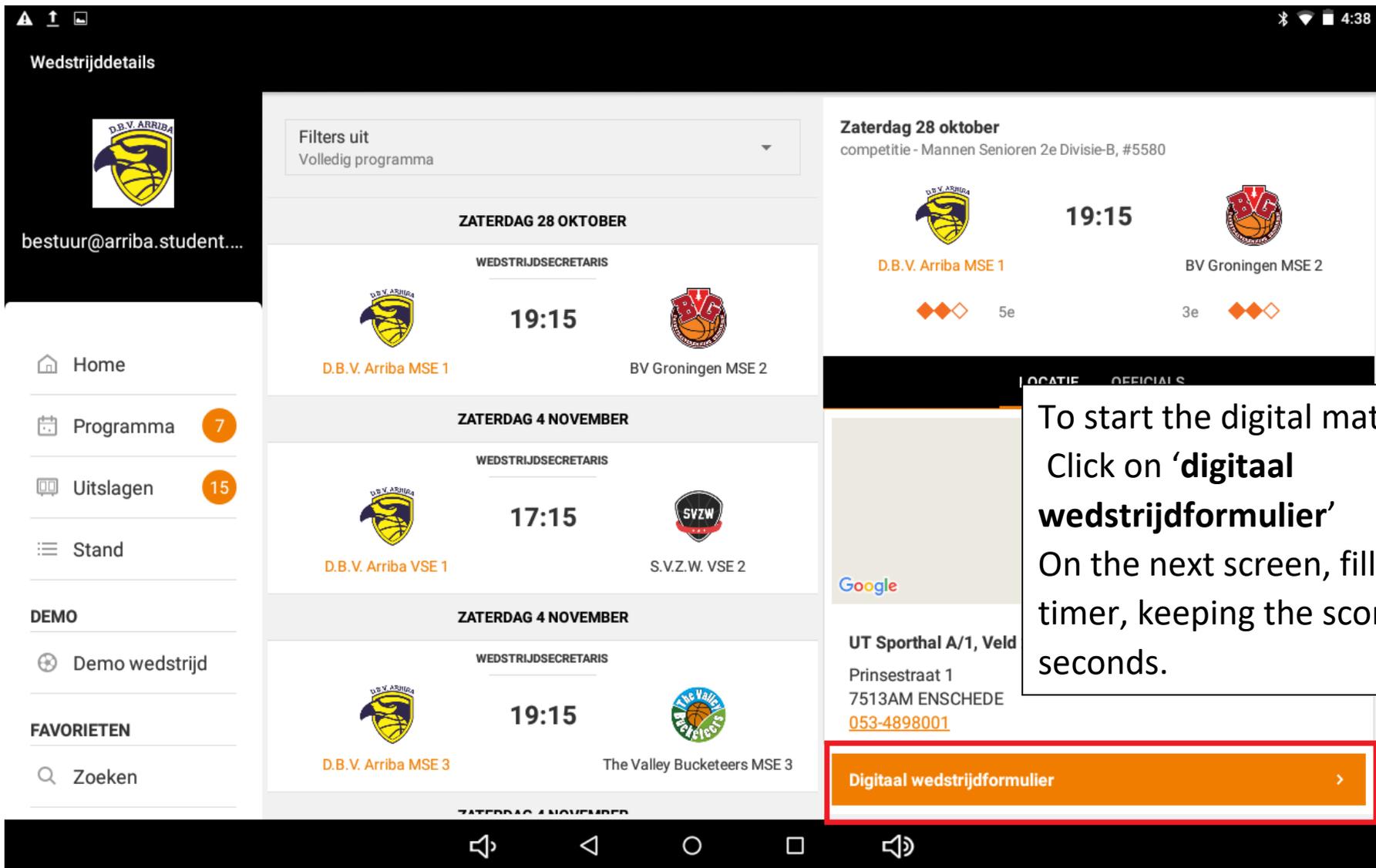
19:15



The Valley Bucketees MSE 3

Click on 'Programma' on the left side.
Select the correct game

ZATERDAG 4 NOVEMBER



The screenshot displays a mobile application interface for a sports match. At the top, the status bar shows the time as 5:31. The main interface is divided into three vertical sections:

- Left Section (Home Team):** Labeled "THUIS" at the top. It contains a list of 10 players, numbered 1 to 10, each with the label "Thuis" and "SPELER [number] speler". Below this list is a "WISSELS" (Substitutes) section with another list of 10 players (numbered 6 to 10) and a "STAF" (Staff) section at the bottom.
- Middle Section (Match Info):** Features a central score display "0 - 0" with two shield icons on either side. Below the score is a progress bar for the "1e kwart" (1st quarter) showing 0 minutes. A large digital clock displays "8 : 00". Below the clock is an "OK" button and two alarm clock icons. Underneath is a "WEDSTRIJDVERSLAG" (Match Report) section, which is currently empty. At the bottom of the middle section is a statistics table with five columns: "mis", "+1", "+2", "+3", and "D diskwal.". Each column has a bar chart below it. Below the statistics table is a row of five buttons: "P0 persoonlijk", "P1 persoonlijk", "P2 persoonlijk", "P3 persoonlijk", and "F vechten". At the very bottom of the middle section is a row of five buttons: "T technisch", "Tc coach", "Tb bank", "B2 bank", and "U onsportief".
- Right Section (Away Team):** Labeled "UIT" at the top. It contains a list of 10 players, numbered 1 to 10, each with the label "Uit" and "SPELER [number] speler". Below this list is a "WISSELS" (Substitutes) section with another list of 10 players (numbered 6 to 10).

The bottom of the screen features a standard Android navigation bar with icons for back, home, and recent apps.

On the left and right sides: Shirtnumbers and names of the players. Left side: home team. Right side: away team.

In the middle under **'wedstrijdverslag'** the points, fouls, time-outs will be saved.

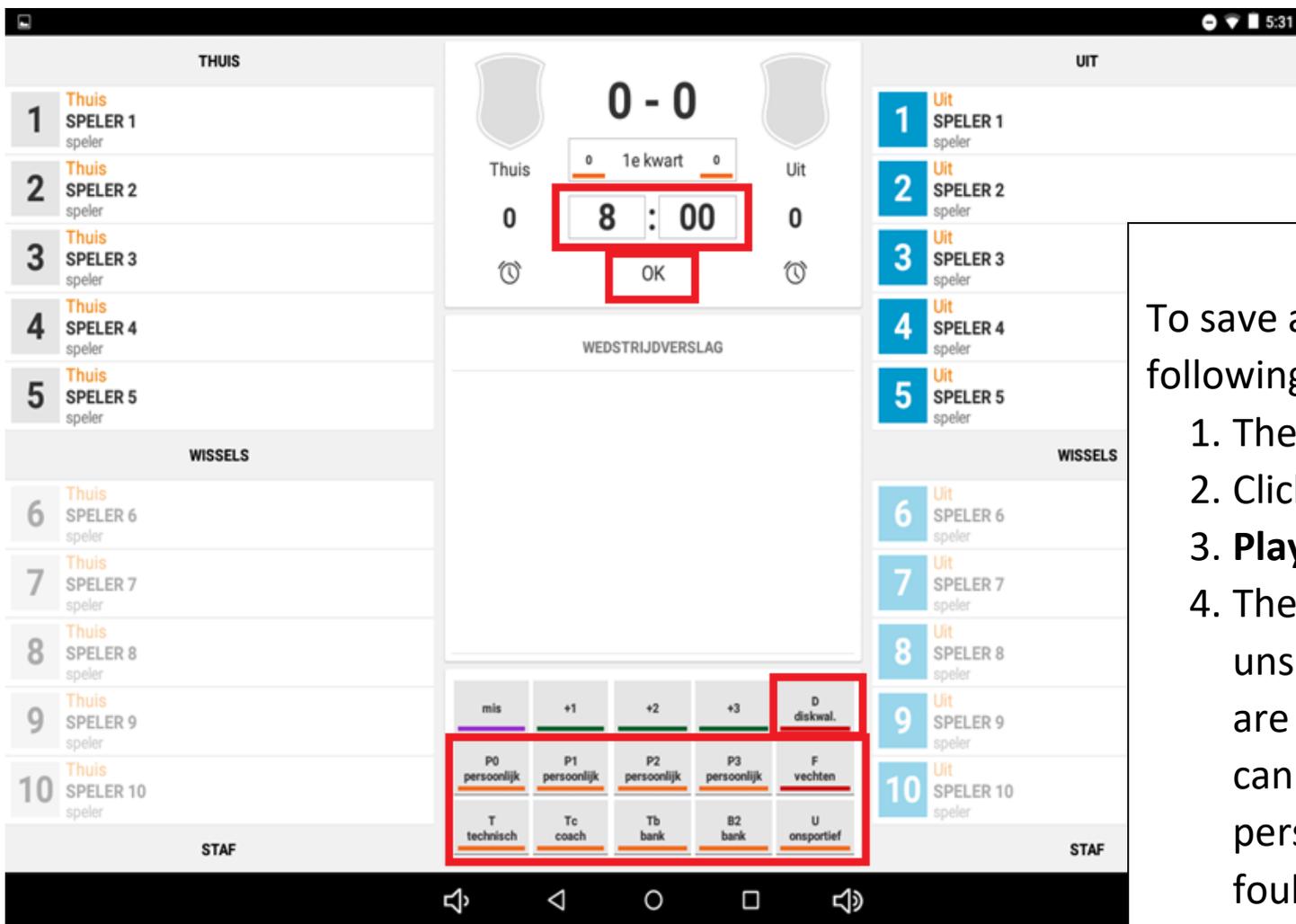
The screenshot shows a mobile application interface for recording a score. The central display shows a 0-0 score at 8:00 in the 1st quarter. A red box highlights the time '8 : 00' and an 'OK' button below it. The interface includes lists of players for 'THUIS' and 'UIT' teams, a 'WEDSTRIJDVERSLAG' section, and a bottom menu with options like 'mis', '+1', '+2', '+3', 'D diskwal.', 'P0 persoonlijk', 'P1 persoonlijk', 'P2 persoonlijk', 'P3 persoonlijk', 'F vechten', 'T technisch', 'Tc coach', 'Tb bank', 'B2 bank', and 'U onsportief'.

Scores

To save a score, you have to click on 4 things:

1. The **minute** in which the score took place
2. Click on OK
3. **Player** who scored
4. How **many points** (+1,+2, +3)

Finished? ALWAYS click on 'OK'!!

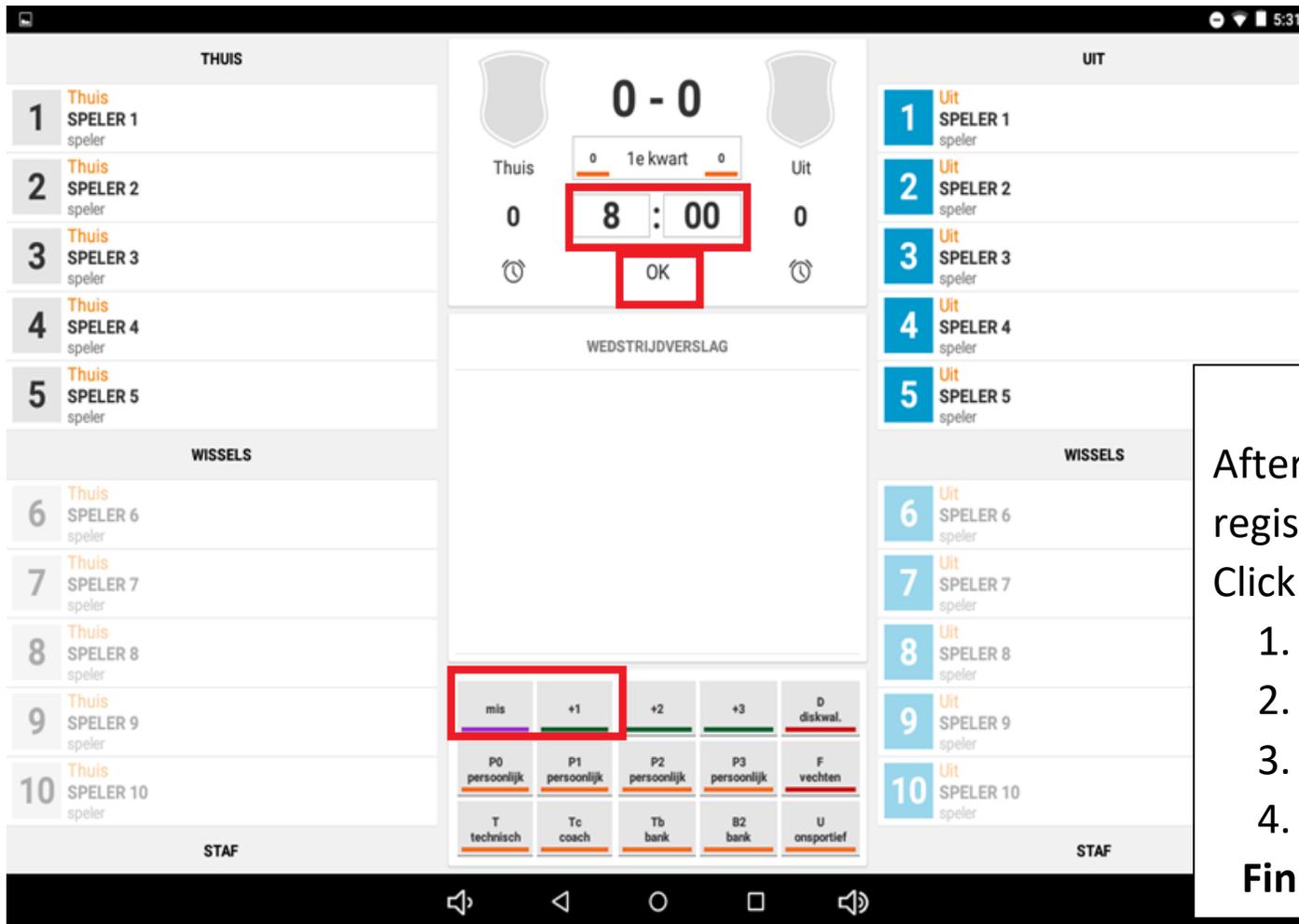


Fouls

To save a foul, click on the following 4:

1. The **minute** it happened
2. Click on **OK**
3. **Player** who made the foul
4. The **type** of foul (P0, Technical, unsportive, etc) P0, P1, P2, P3 are all the same thing, so you can press on P0 even if it's a personal second foul. The # of fouls will appear next to the name and number of the person

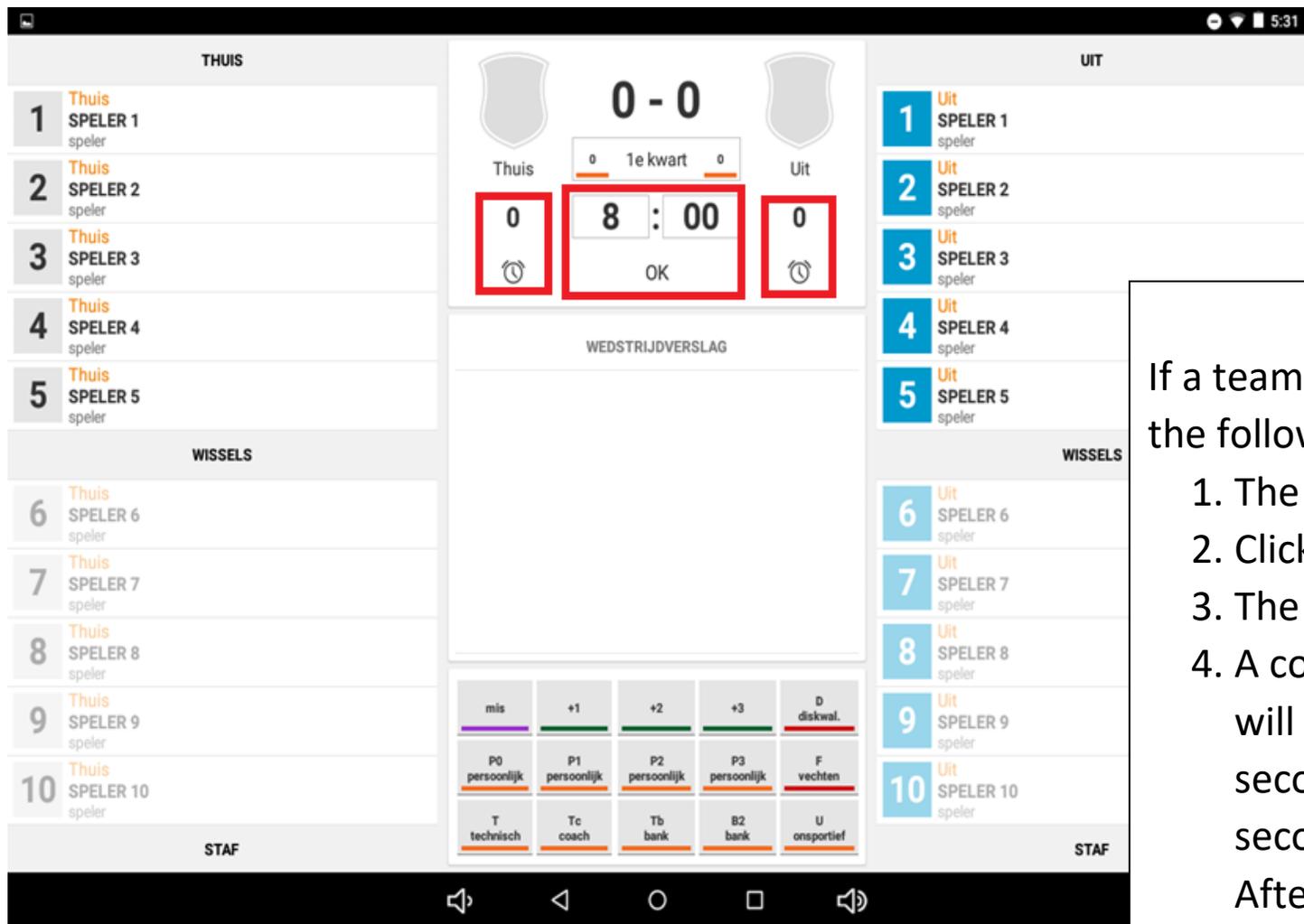
Finished? ALWAYS click on 'OK'!



Free throw(s)
After a foul, you also have to register the free throw(s).
Click on the following:

1. The minute it happened
2. Click on **OK**
3. Player taking the free throw
4. Mis or +1

Finished? ALWAYS click on 'OK'!

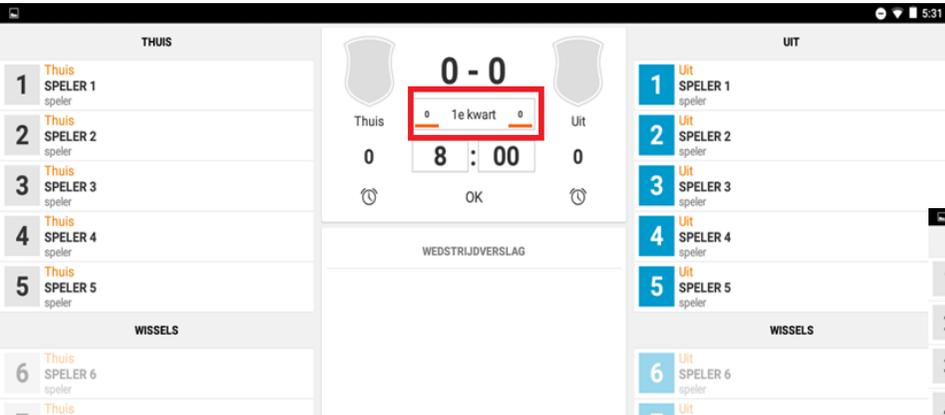


Time-outs

If a team wants a time-out click on the following:

1. The **minute** it happened
 2. Click on **OK**
 3. The **clock** below 'Thuis' or 'Uit'
 4. A countdown of 60 seconds will start. (This may take a second, so wait for a few seconds to make sure it works)
- After this save:
5. Click on '**OK**'

The amount of time-outs are visible above the clock.



New quarter

To go to the next quarter, select the **rectangle beneath the score**. Then you can select the next quarter.

Game finished? Click on **'naar vastleggen'**

On both sides you can see the **amount of team fouls per quarter**.

