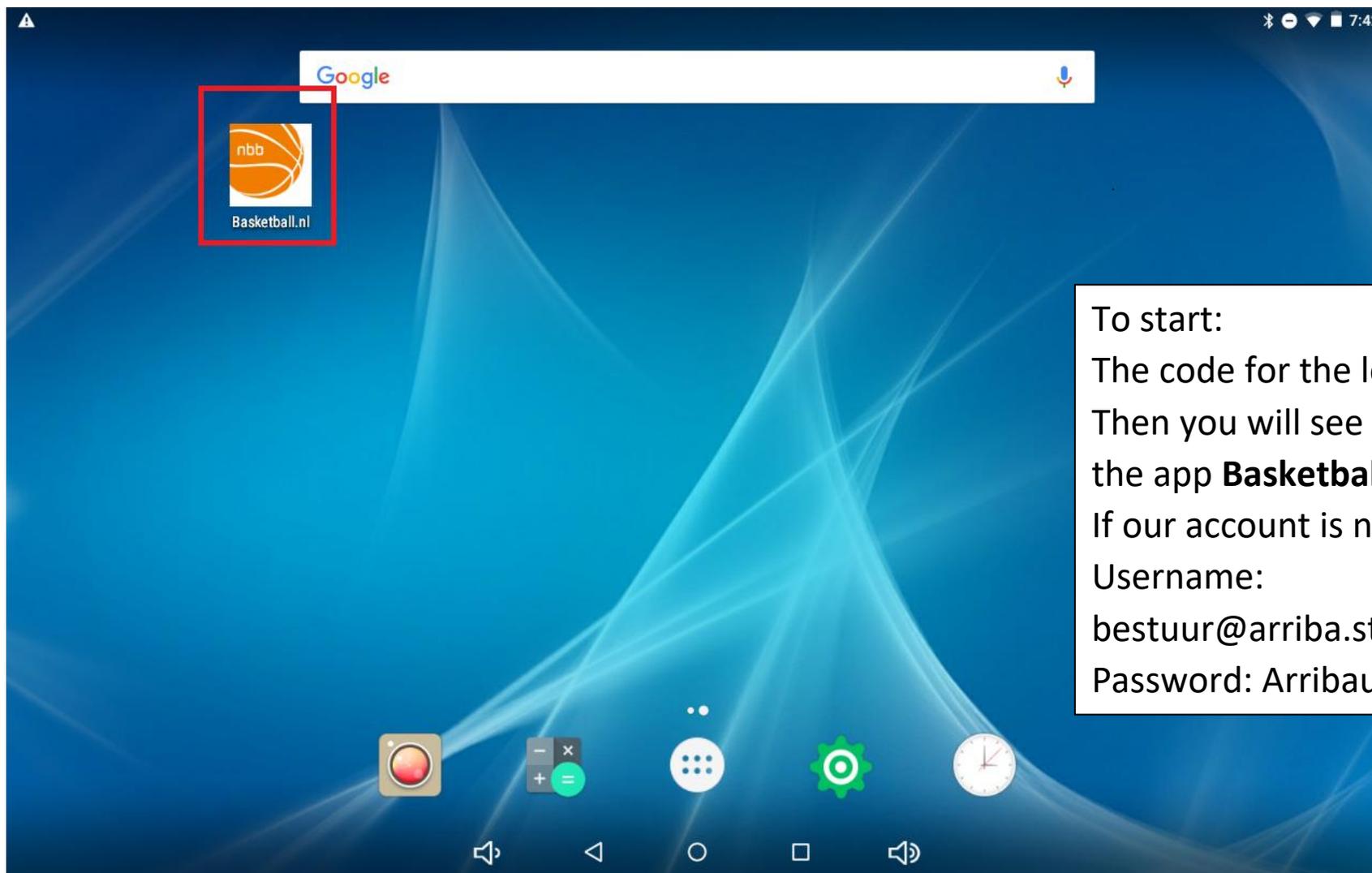


Manual Sportlink

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

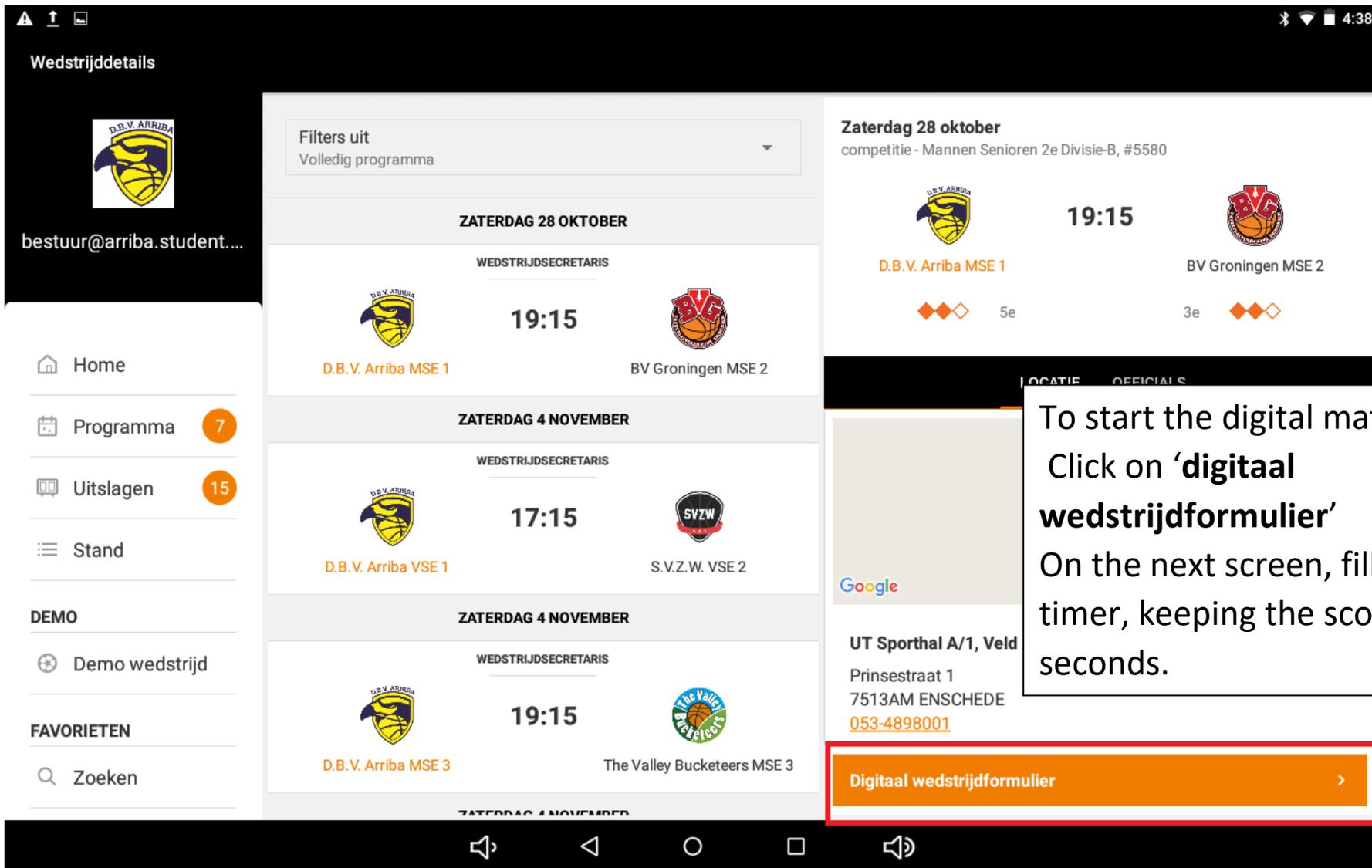
19:15



The Valley Bucketees MSE 3

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

ZATERDAG 4 NOVEMBER



The screenshot displays a sports application interface for a match. At the top, the status bar shows the time as 5:31. The main interface is divided into three vertical sections: 'THUIS' (Home) on the left, a central match summary, and 'UIT' (Away) on the right.

THUIS (Home Team): Lists 10 players (SPELER 1 to SPELER 10) with their status 'Thuis' (Home) and 'speler' (player). Below this is a 'WISSELS' (Substitutes) section with another 10 players (SPELER 6 to SPELER 10) and a 'STAF' (Staff) section with roles: T technisch, Tc coach, Tb bank, B2 bank, and U onspportief.

Match Summary (Center): Shows a score of 0 - 0. The home team (Thuis) has 0 goals and the away team (Uit) has 0 goals. The current time is 8:00 in the 1st quarter (1e kwart). There are 0 time-outs (OK) for both teams.

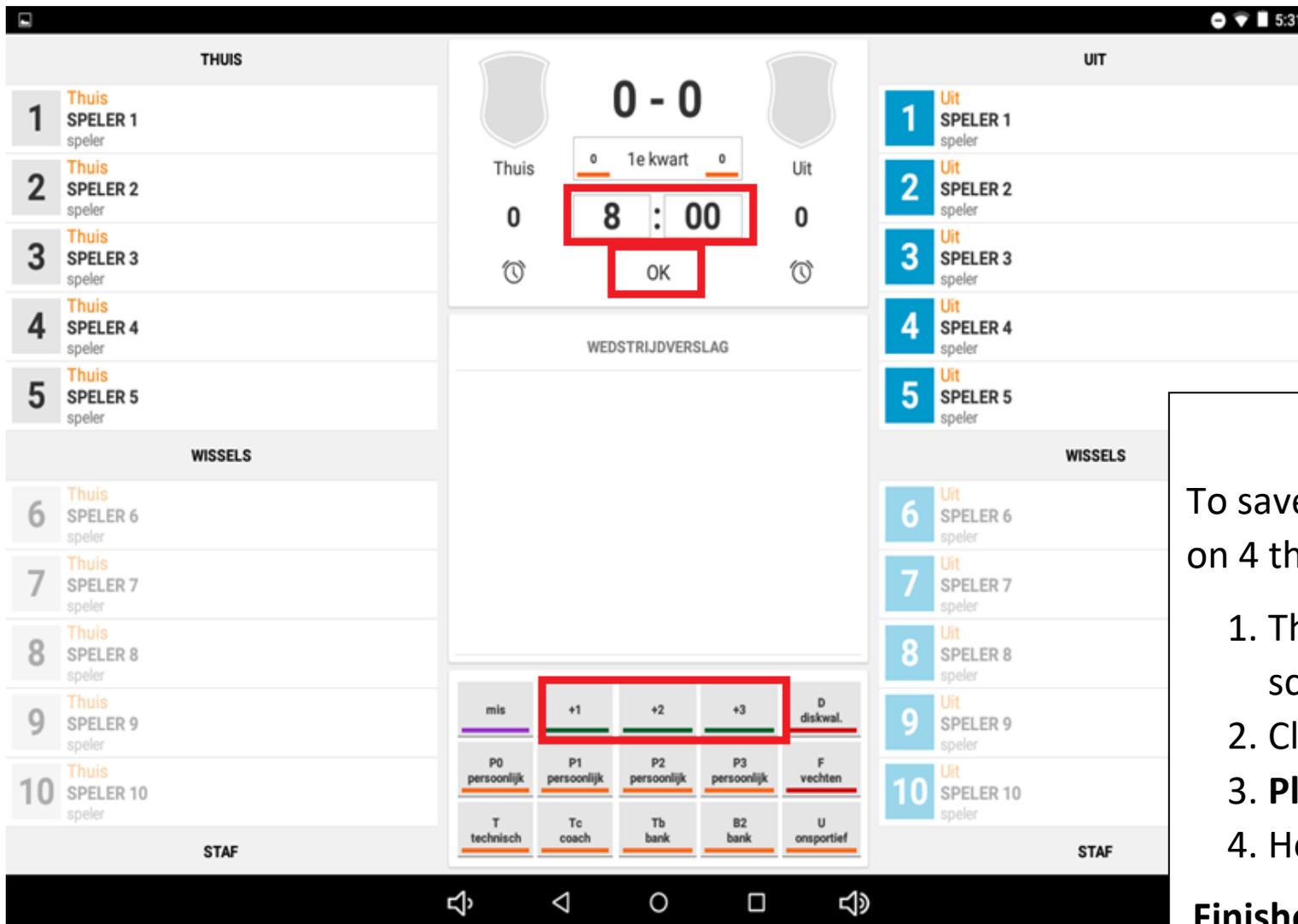
UIT (Away Team): Lists 10 players (SPELER 1 to SPELER 10) with their status 'Uit' (Away) and 'speler' (player). Below this is a 'WISSELS' (Substitutes) section with another 10 players (SPELER 6 to SPELER 10).

Statistics Table (Bottom Center): A table with 5 columns representing different categories: mis, +1, +2, +3, and D diskwal. Each column has a bar chart showing the count for each team. Below the table, there are five categories: P0 persoonlijk, P1 persoonlijk, P2 persoonlijk, P3 persoonlijk, and F vechten, each with a bar chart.

WEDSTRIJDVERSLAG (Match Report): A large empty box intended for the match report.

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.

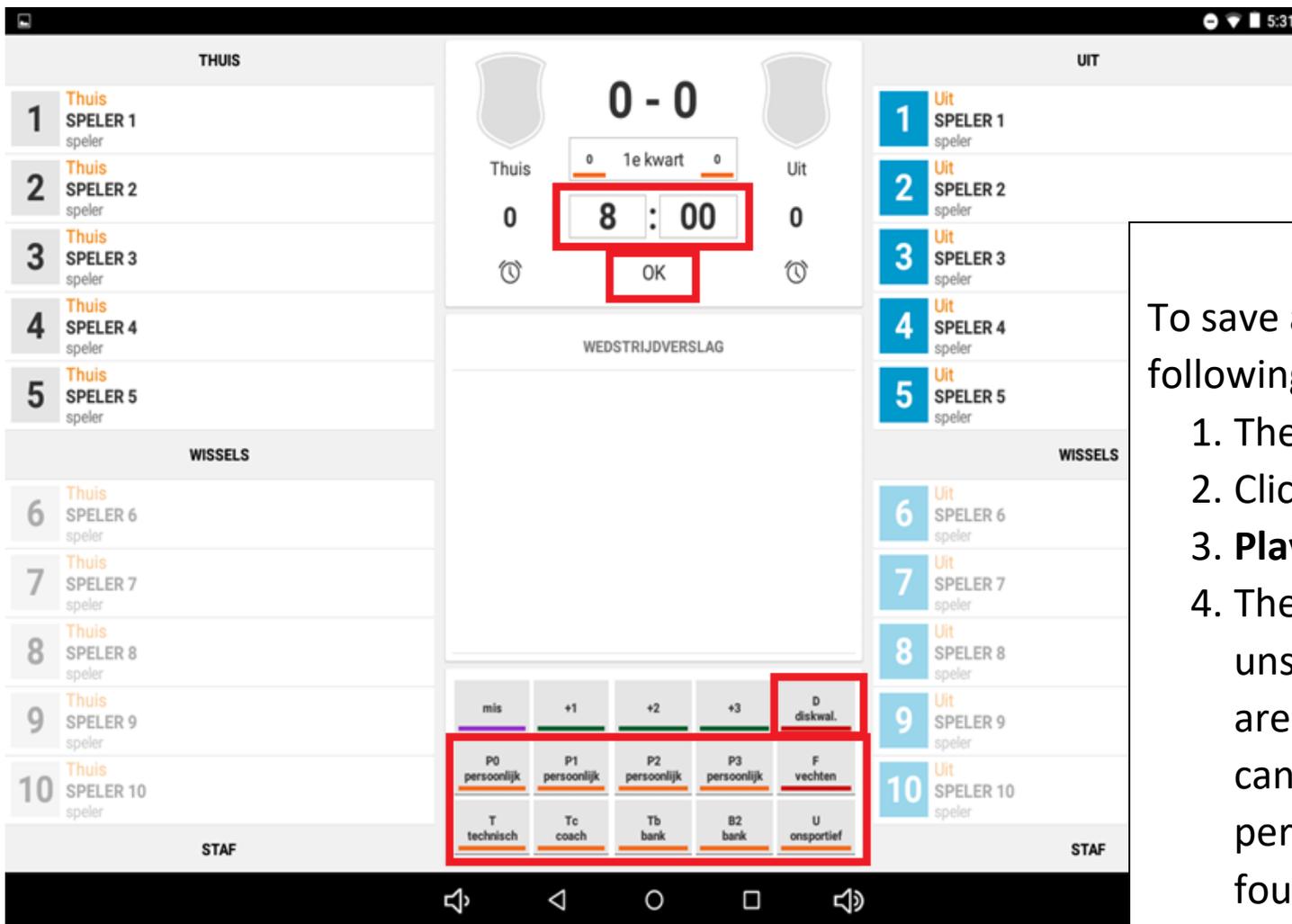


Scores

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'!!

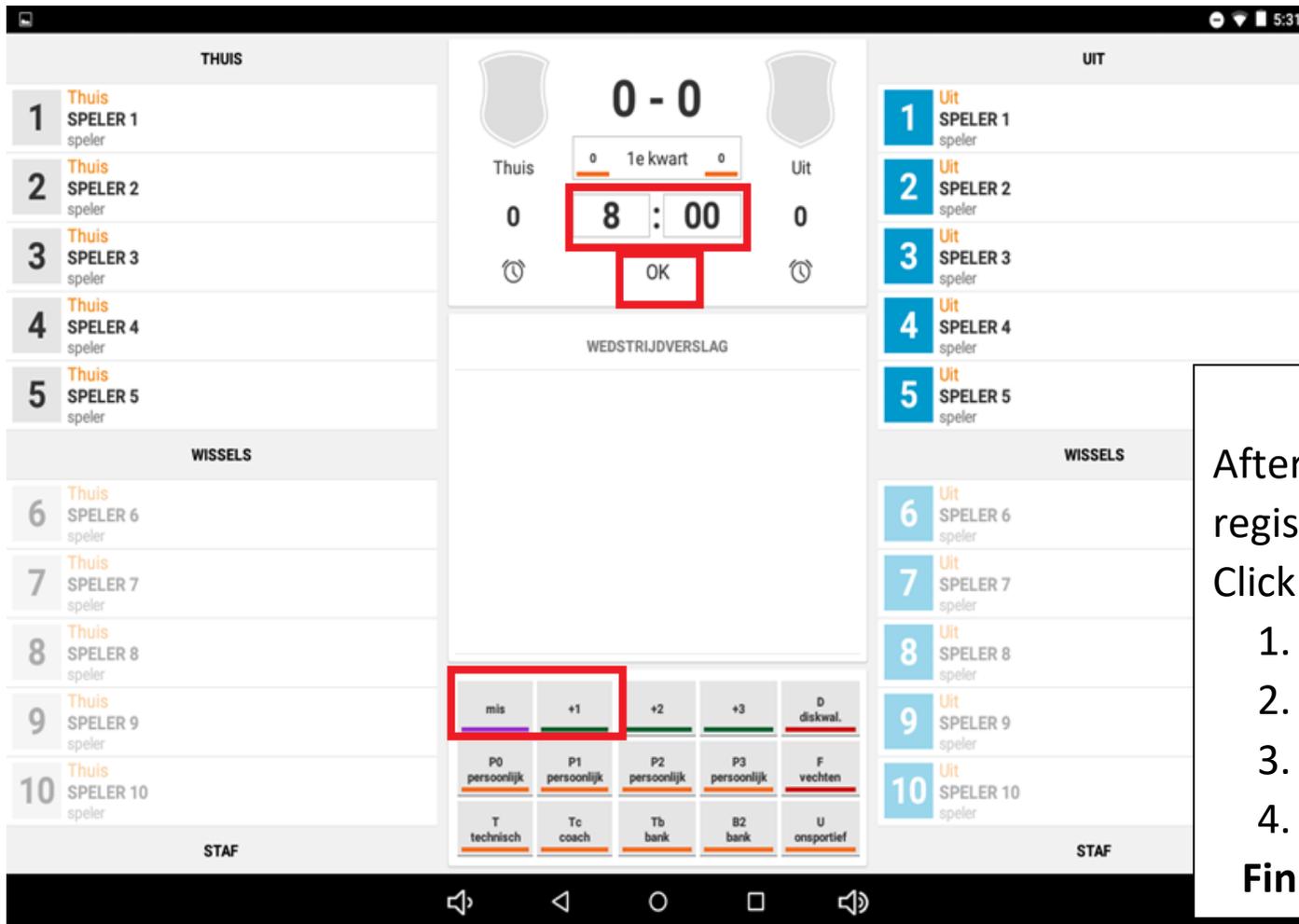


Fouls

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'!



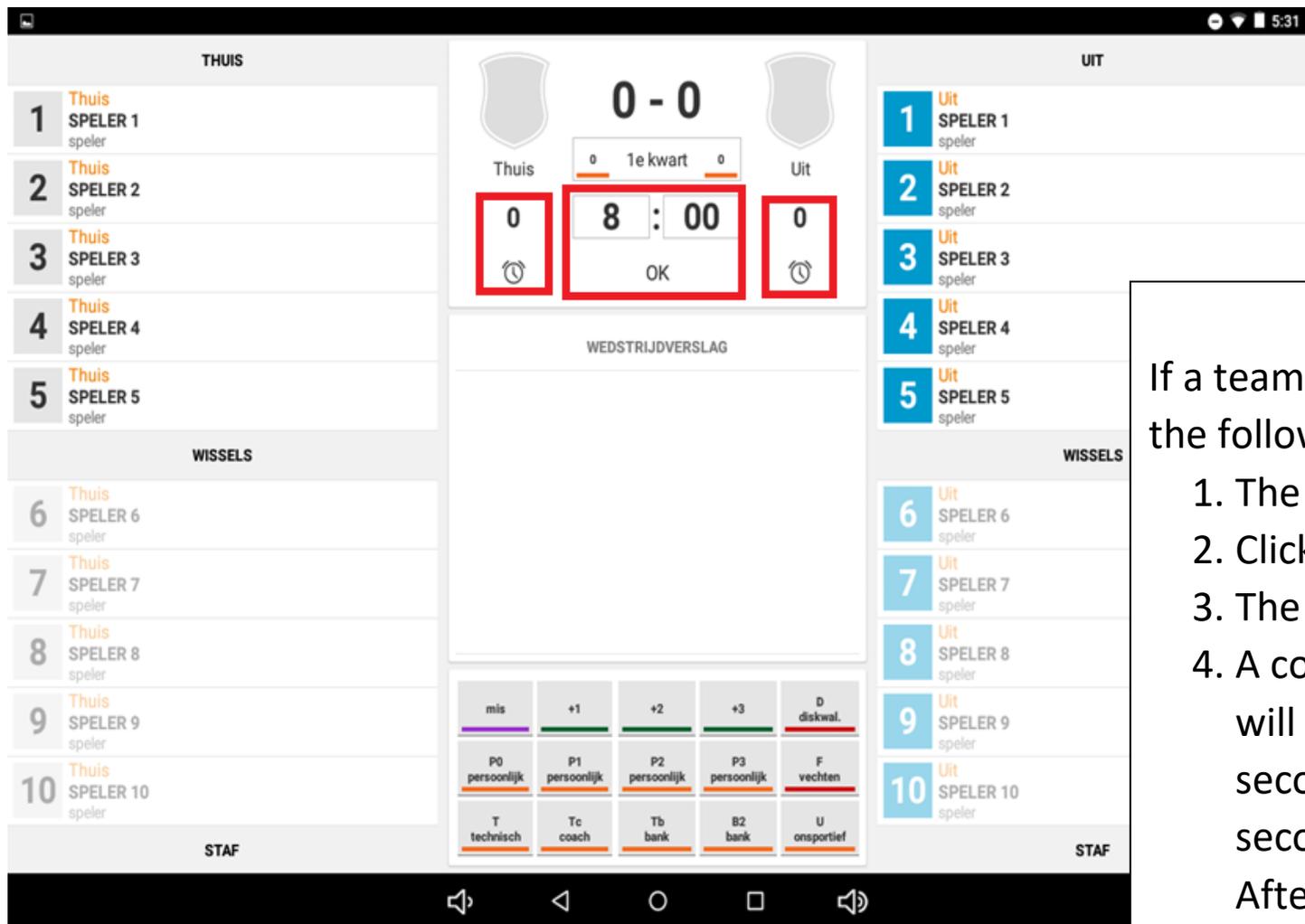
Free throw(s)

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'!

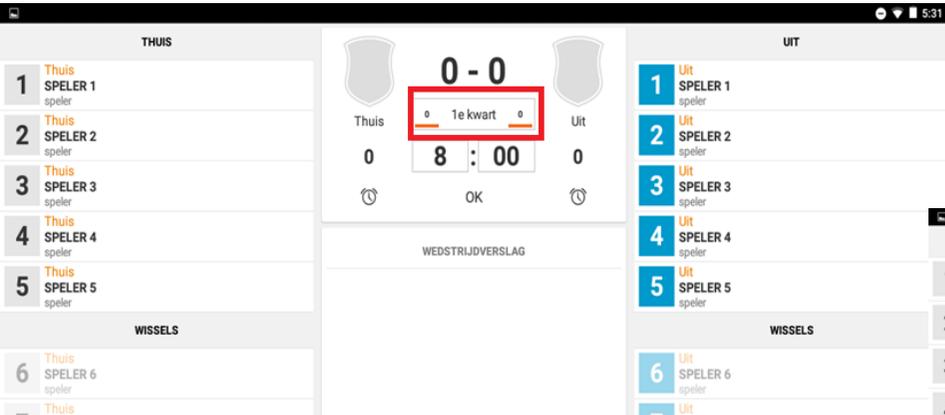


Time-outs

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**.

