

Jury tasks on a tablet - Short guide BV Aalsmeer



Start the tablet (center button on the right side). Connect to the Internet and open the NBB app.

Choose option Programma and select the match you want to score. You will see a window showing both teams. Check that all players are on the list, each with the correct player number. You can add [players with the PLUS sign and remove players by selecting them and clicking the garbage bin, as necessary. Note: the coach of each team is responsible for ensuring that the data is entered correctly.

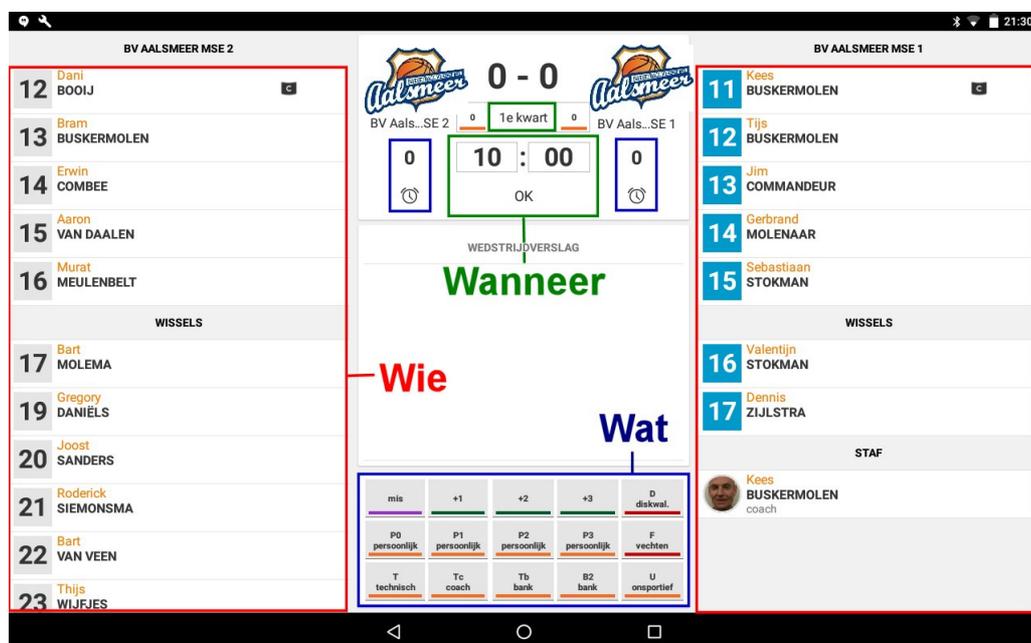
Each coach must select a Captain and 5 starting players. If not already done: select a player (turns orange). An icon with a C will appear at the top right of the orange bar. Click on it and you will have your captain. Now select 5 starting players and click on the icon with the two (up and down) arrows at the top right of the bar.

Also check that the referees, judges and coaches are entered correctly.

Only after both teams have been approved agreed by the referee, you can open the Digital Match Form (DWF). If necessary, ask the referee for help. The match cannot begin until the DWF is opened!

For everything you record during the game, three things should always be captured:

- Who (Wie) did it?
- What (Wat) happened?
- When (Wanneer) did it happen?



Who: That's usually a player. You can find the players on either side of the screen. "Who" can also possibly be a staff member, such as a coach, or even an entire team.

What: The things that can happen during a game can be found in the bottom center of the screen. You will automatically see what the options are: the various points you can score (+1; +2; +3), the personal fouls (P) combined with the penalty awarded (with no free throw = P0; with 1 free throw = P1 etc.), and a range of other possible penalties. A timeout is also an event: it can be found at the top of the screen, to the right and left of the clock.

When: The app is not automatically linked to the scoreboard and does not track the time itself. So you have to enter the time when something happens (follow the time on the scoreboard) yourself. Click on the clock, enter the time and click OK. You must enter the correct minute in each case. For new events in the same minute, you only need to click OK: the app automatically counts down one second for each subsequent event.

If you are not sure what to do or fill out, always ask the referee!

Who, What and When can be entered in any order. As soon as you enter one of the three, the event appears in the match report at the center of the screen. **Only when all three values are entered, the check mark in front of the event disappears and you have fully recorded the event.**

***Note** that if any of the data is missing and you are already entering a subsequent event in the meantime, the event with the missing data will be highlighted in orange. That highlighting does not mean that that event is selected! Select that event by clicking on it (the check mark appears!) and enter the missing data. The orange highlight will then disappear. If you want to finalize a match, there should be no more orange marked events in the match report!*

Corrections: You can always change the details of an event by selecting it (it will get a check mark and you will see a black bar with a keyboard and garbage bin appear). You can now enter a new Who, What and/or When. You can also delete an event if necessary by selecting it and clicking on the garbage bin icon.

Example: Kees Buskermolen fouls Dani Booij in the second minute and the penalty is two free throws.

- Click on Kees Buskermolen. Click on P2. Click on the clock, enter 02:00, click OK. Kees' event appears in the match report. Kees gets a personal foul after his name. His team gets a team foul (above the time, next to the team name).
- Dani takes his first penalty throw and misses. Click on Dani Booij. Click on Miss. Click OK under the clock (time stays the same until the penalty throws are taken). Dani's event appears in the match report.
- Dani takes his second penalty throw and shoots a hit. Click on Dani Booij. Click +1. Click OK under the clock. Dani's event appears in the match report.

Time-outs: Click on the clock under the team requesting the time-out. The time-out time starts running immediately. Select the time and click OK to indicate when in the game the timeout was granted. The timeout is recorded in the match report. Under the team name you can see how many time-outs the team has already taken. Note: you can stop the time-out early if necessary by clicking on the square.

Substitutions: No need to register. The app automatically notices when a substitute player is involved in an event.

Next period: When a period is over, click on the box above the time (where it now says "1st period"). Select the next period (or extension) and continue recording as normal.

Completion: When the game is over, **it is important to have the form approved by the referee and both coaches.** If they agree, again select the box above the time, and at the very bottom select the option "Naar vastleggen". Please note that once you do this, you cannot make any changes to the match sheet anymore!

Once you have clicked OK, you will be taken to a screen where you can make any comments or indicate why a game was stopped. Only when you click the Record button in this screen will the result be registered with the basketball association, after which it will also be visible to the other users of the app.

IMPORTANT: Throughout the competition, you are responsible for the tablet! Do not leave it unattended. Return it to a board member or coach of BV Aalsmeer after the match.