Online Scorekeeper Operational Guide

ACCESSING YOUR SCOREKEEPER INTERFACE

When you create your game scoreboard on The Virtual Scoreboard Network, you will be provided with both a Game # and a 6-digit access code.

Go to http://www.virtualscoreboard.net and enter these credentials into the Scorekeeper prompt on the right side of the screen.

NOTE: The scorekeeper login prompts are in the middle of the screen.   On the top is the prompting for users that wish to view a particular scoreboard, and on the bottom is the prompting for users wishing to create a new virtual scoreboard.   The Scorekeeper login prompt is between these two other sets of prompts.

IMPORTANT OPERATIONAL NOTES

– Semi-Intelligent Systems

For the most part, the VSBN online scorekeeper controls are un-intelligent.   They are simply a set-and-show type of control.

Highly intelligent systems that try to automate many of the scoring practices of a specific sport may initially streamline operations, but make it very difficult to correct mistakes.   Since most users of the online VSBN system are inexperienced scorekeepers, the VSBN implements this scorekeeper system as a semi-intelligent system.

This means that most functions are simple set-and-show, and other functions provide a small level of automation that allows a process to proceed more quickly, but does not restrict the flexibility of the user to make the changes they

may need to make.

For each score keeping function, this document will provide operational instructions, and also detail the steps that are performed by any "automated" capabilities that are available.

– Difference in Browsers

The online scorekeeper interface can be operated on desktop or notebook computers, as well as tablet and smartphone devices.   On each platform, the available screen real-estate may dictate a change in the button layout. A change in browsers (default browser, Chrome, Opera, Firefox, Safari, or Mozilla) can also dramatically alter the usability of the VSBN online scorekeeper interface.

VSBN recommends that you experiment with different browsers on the specific device that you intend to use in order to determine the browser that works best for your specific situation.

– Post-Back Functionality

For every change that you initiate on the online scorekeeper interface, the page will "post back" to the server.   This is necessary for the change to be recorded into the VSBN systems, and reflected properly on the remote scoreboards.   This also prevents the user from having to hit a "submit" button after every change.

As you engage with the online scorekeeper interface, you will notice the post-back process that occurs after each interaction.   Depending upon the speed of your device and internet connection, this may be immediate, or it may take a few seconds.

It is important and necessary that you wait for the functional screen to return following this post-back.   Any changes made while waiting for the post-back to complete will not be reflected on remote scoreboards. Always wait for the full cycle to complete following each interaction.

COMMON SCOREKEEPER FUNCTIONS

Clock Operations

The online ScoreKeeper interface is provided as a at-the-game live-observing score publishing tool.   It is not the actual score keeping system for the game.   When using the online ScoreKeeper interface, the VSBN scoreboard is not tied directly to the game clock.   Accordingly, it is possible only to show a close approximation of the game clock for the remote viewing audience.   The VSBN online scorekeeper system provides a 10 second interval clock system so that the online scoreboard can display clock accuracy to within 10 seconds.

At the beginning of each period (or quarter), it will be necessary to set the clock on the proper period length. The clock time can be changed manually to an updated

A Note About Game Clocks on VSBN

The VSBN supports granular clock systems down to a 10th of a second.   VSBN has defined API systems that allow live scoreboards to accurately convey and communicate clock operations for the cloud (online) viewing audience.   For systems that interface directly with VSBN from actual scoreboard controllers, highly accurate clock displays are possible.

The online scorekeeper interface documented by this document is a secondary scoreboard publishing system that is not connected to the actual game scoreboard and it's controller.   This is intended to update an online scoreboard based upon the at-the-game observation of a scorekeeper for the benefit of a viewing audience.

If you are interested in connecting your physical scoreboard system to the VSBN scoreboard publishing system, please contact VSBN for API (application programming interface) instructions.

time as desired and necessary.

The only automated clock feature is the **[-10]** button.   Pressing this button simply reduces the clock by 10 seconds.

Status Display

The VSBN system provides for current game status to be communicated to the viewing audience with a prominent message in the middle of the online scoreboard.   This may indicate "Pre-game", "Half-Time", "Timeout" – or, a number of other statuses.

Setting the status selection to "Game Play" removes any such message from the online scoreboard.   "Game Play" should be the most common status.

If you have set the status to anything other than "Game Play" – then the status is indicated as a background graphic within the scorekeeper interface.   This is intended as a constant reminder to the scorekeeper to restore to "Game Play" as soon as play resumes.

Basic Score Changes

Depending on the sport being played, the online scorekeeper interface provides several score increments to support the common scoring elements of the game.   Along with these various increments, there is also a single **[-1]** decrement button.

Change the score by selecting the appropriate increment for the score incurred.   And, use the **[-1]** decrement to make any necessary corrections.

Time-Outs Left

There are several game sports that utilize a time-out-left indicator on the scoreboard. This is abbreviated as TOL. These buttons will simply reduce the TOL value by 1 decrement.   When it reaches zero, another click will reset it to the high value.   Since the number of allowed time-outs varies from league to league, the high value may not represent the actual number allowed at your game.   Simply click to decrement the value to the proper setting.

Period (quarter, set, inning)

The number of periods for a specific game can vary from game-to-game, and league-to-league.   The period indicator simply increments by one on each click.   The VBSN online scorekeeper interface provides extra periods beyond the normal in order to allow for over-time. Eventually, the period indicator will return to 0 and start over.

Possession

The possession designator is positioned directly in the middle of most online scoreboard controllers.   A simple click will flip the possession indicator back and forth between the home and visitor positions.

SPECIFIC-SPORT CONTROLLERS

Baseball (& Softball)

As the various sports are being covered here in alphabetical order, baseball is first.   Unfortunately, baseball is also the most complicated from a controller perspective.

Baseball doesn't have a clock, and it doesn't have simple possession, and it also doesn't have simple periods.   Instead, it has a series of innings with teams taking bat at either the top or the bottom of the inning.   So, the controller is setup to follow this top/bottom inning-to-inning sequence.

First off, we'll cover the left-side buttons.   These represent the current state of the half-inning:

Balls indicates the number of balls pitched to the current batter.   It simply progresses from 0 thru 4 sequentially, and is reset to 0 as part of the [Reset B/S] button process.

Strikes indicates the number of strikes pitched to the current batter.   It progresses from 0 through 3 sequentially, and is reset to 0 as part of the [Reset B/S] button process.

Outs indicates the number of outs accumulated in the current half inning.   It progresses from 0 through 3 sequentially, and is reset as part of the [Advance Inning...] button process.

At Bat indicator is a drop-down list of numbers allowing for the display of the current batter.

On the baseball scoreboard the visiting team is automatically placed in the top position, and is the first (top of inning) to bat.   During each half inning, the online scoreboard controller will present only the buttons that are appropriate for scoring that half inning.

+1 advances the team runs (score) by 1.   -1 decreases the runs (score) by 1 (for corrections).   The H button advances the number of hits (for the team at bat), and the E button advances the number of errors (fielding team). Should it be necessary to correct either of these settings (Hits or Errors), it is possible to reset them to zero with the [Reset H/E] button.

Automated Features

The only automated feature for the baseball scoreboard is the advancement of the half-inning.   Press the [Advance Inning] to be further prompted regarding inning advancement.   This process will;

1.   Calculate and save the current inning score for the team at bat,
2.   Advance the half-inning, and
3.   Reset outs to 0.

This process cannot be reversed, and provides the primary method for moving inning-by-inning through the game.
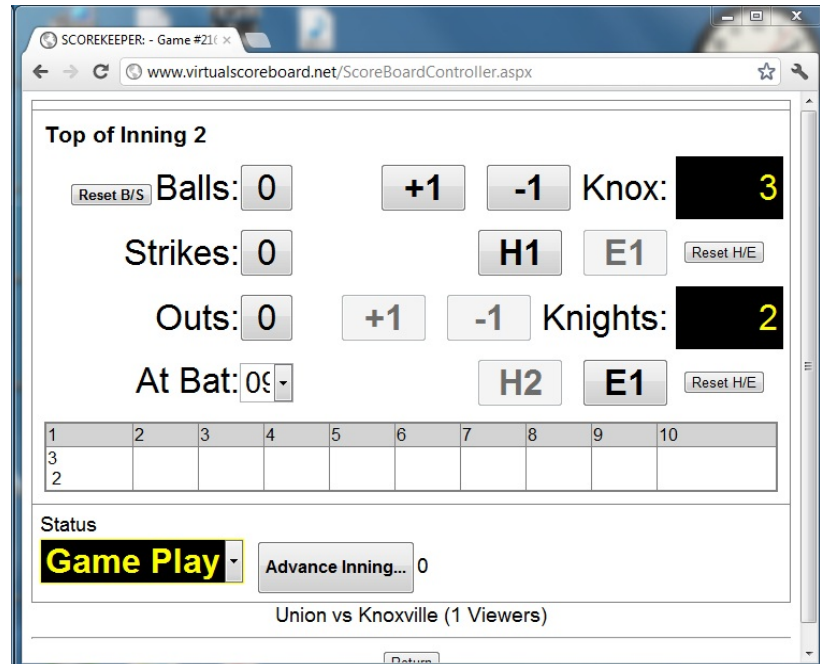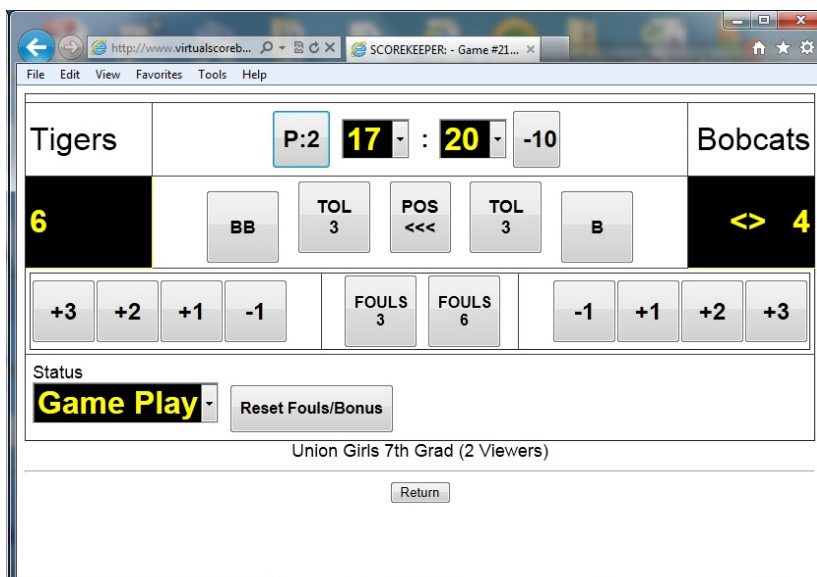
Basketball

Beyond the common functions already addressed, for basketball there is the addition of both a fouls count and a bonus indicator.

The Bonus indicator will simply cycle with each click from 0 (indicated as "(b)"), 1 (indicated as "B"), and 2 (indicated as "BB"). With an additional click, the counter simply returns to 0.

The fouls button will advance the foul count by 1 with each click.

Automated Features

Right next to the status selection is a button labeled "Reset Fouls/Bonus." This button resets both foul indicators, and both bonus indicators to 0. Generally, this is done between periods. However, this tool can also be used to correct an error, and to quickly reset these values to their intended value.

Sample of Basketball Online Scorekeeper Interface

Football (American)

The Football online scoreboard controller provides a number of functions beyond the standard common features already covered. For football, you'll also want to track downs, ball-on, and to-go indicators.

The down indicator (in the upper left corner) will progress with each click through the downs from 1 through 4 and then start over again at 1.

The ball-on (indicated as bOn) is a simple dropdown list of all possible yard placements on the field. Be sure to select the proper yardline to include the "own" or not. The "Own 20" yardline is VERY different than the "20" yard line. Since your viewers are not also at the game, it is very important that the possession and bOn indicator be correct in order to provide any meaningful value to the viewer.
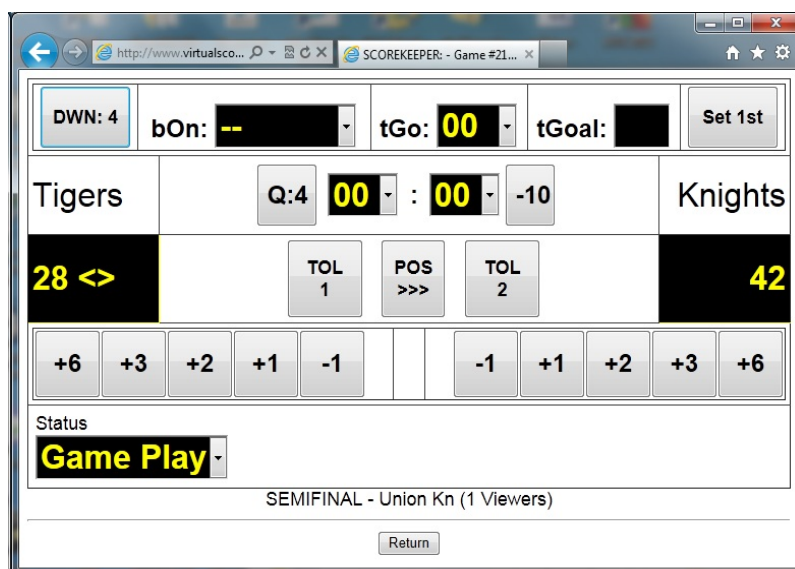

Sample of Football Online Scorekeeper Interface

The to-go (indicated as tGo) is another simple drop-down list whereby you can simply select the appropriate value.

Automated Features

Set 1st

Whenever a 1st-down is achieved, select the appropriate value for "ball on." Then, click the [Set 1st] button. This will then "remember" the first down position on the field, and will auto-calculate the tGo value for each subsequent down. The [Set 1st] button will also reset the down indicator to 1.

So, once you have set the 1st-down position – then, for each subsequent down, simply change the ball-on to the correct value, and click to increment the down indicator. The tGo value will automatically calculate – making the process much more efficient.

Occasionally a situation is encountered whereby the browser will lose it's memory of the 1st down position. In this case, manual settings are necessary until the next 1st down is achieved – at which time, the [Set 1st] automation feature can be re-engaged.

Change Score

Whenever a score is recorded - regardless of the value - the interface will automatically set the bOn indicator to 0. This results in a blank display in all of the Down-related display fields on the remote-viewed scoreboard.

Soccer

The online scorekeeper interface for soccer games is a straightforward and fairly simple system.

In addition to the period indicator (P:), clock management, and standard score-keeping, the soccer scorekeeper interface also has buttons for advancing the number of Corner-Kicks (CrnKck) and Shots-on-Goal (Shots) for each team. Simply click on the appropriate button to advance by one in each case.

Automated Features

Reset Shots/CKs

Next to the status selector is a button labeled as "Reset Shots/CKs". This button will reset all CrnKck and SHOTS counters to zero. This may be appropriate between periods, or may be needed in order to correct errors.
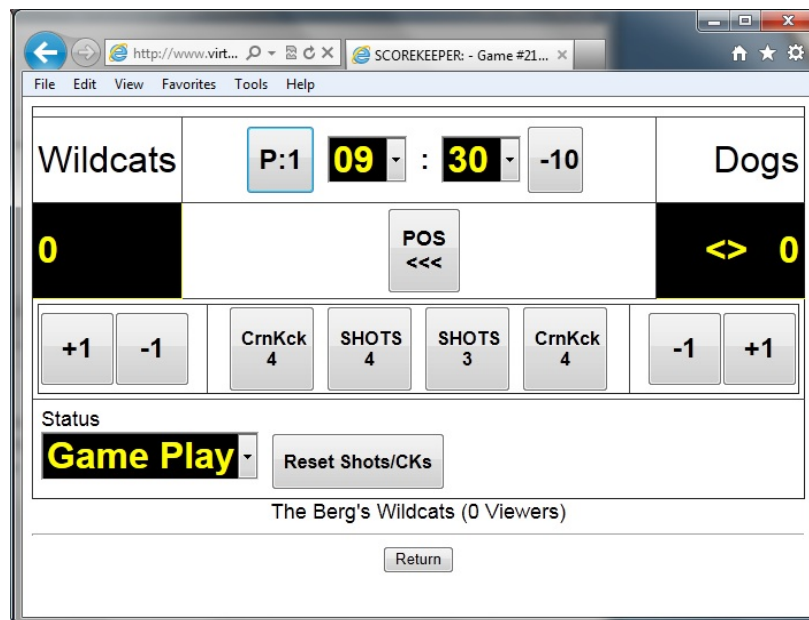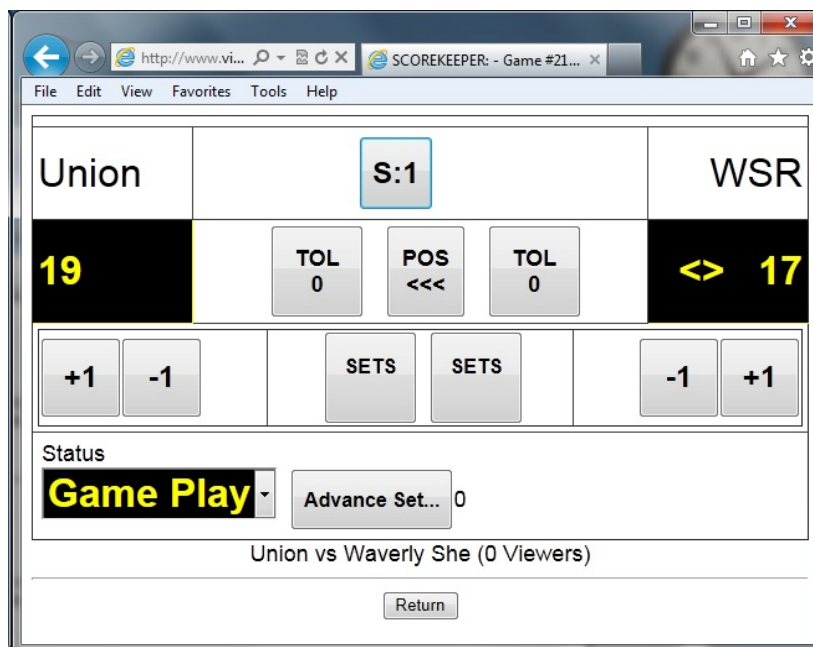
Volleyball

Volleyball scorekeeping is a little different than the other games covered in this document. Volleyball is scored based on the best of multiple games. 2 out of 3, or 3 out of 5, etc.

Each game played is called a set. Typically, a set is won by one of the two teams reaching a specified score – usually 25 or 15 pts. Once one team reaches this designated score, they are designated the "winner" of that set, and scores are reset to 0, and the next set proceeds.

Volleyball scoreboards will reflect which Set is currently in play, and will also typically reflect the score and winner of each already-played set.

There is no clock in volleyball, except to occasionally limit timeouts to a specific constraint.

Sample of Volleyball Online Scorekeeper Interface

The volleyball online controller is pretty straightforward. The period indicator is used to designate the current set (indicated as "S:"), and the score for each team within the set is entered as it occurs.

Automated Features

Advance Set....

Next to the status selector at the botton of the scorekeeper interface is a button labeled "Advance Set." Selecting this button will record the current score as the final result of the current set, advance the sets count of the team with the higher score, advance the set indicator by one, and reset the team scores to zero.

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