

FIBA Live Stats

Opleiding voor clubs

25/05/2024



basketbal
vlaanderen

Inhoud.

1. Algemeenheden

- Download & account
- FIBA Organizer
- License Manager
- Widgets & overzicht stats

2. Aanvang van het seizoen

3. Wedstrijdvoorbereiding

Inhoud.

4. Algemene concepten in Live Stats

1. Balbezit
2. Workflows
3. Klok
4. Vervangingen
5. Flags

Inhoud.

5. Tijdens de wedstrijd

1. Fouten
2. Doelpogingen, and-one en vrijwerpen
3. Einde periode/wedstrijd
4. Time-out
5. *Good to know*

Algemeenheden



Download FIBA Live Stats

- Gratis download
- <https://www.fibaorganizer.com/> (Versie 7)
- 2 verschillende versies afhankelijk van de processor (systeeminfo)
 - 32 bit
 - 64 bit
- Niet ondersteund op Windows 7 en 8
- Niet op Apple/iOS

**Download V7
(64 Bit)**

**Download V7
(32 Bit)**

Account aanmaken

- Account op *statistician network* nodig
- <https://statisticians.geniussports.com/index.php/login>
- Kan ook in FLS zelf via Settings > Register
- E-mail + paswoord + ID
- Extra: Stats over je gescoute wedstrijden, performance, ...



STATISTICIANS NETWORK
POWERED BY GENIUS SPORTS

FIBA Organizer

- Centraal systeem voor wedstrijdbeheer & database
- Aanmaken competities, groepen, teams, spelers, coaches, ...
- Klaarzetten van seizoen & speeldagen
- Na elke speeldag: importeren van game stats voor totale stats

TO DO Clubs: aanleveren van alle info van het team & spelers
+ Headshots spelers



FIBA
We Are Basketball

FIBA ORGANIZER

English

Benoit Denoulet

Content

Competition

Security

Referees

Contacts

Configuration

Reports

Tools

Release notes

Competitions

Games

Teams

Clubs

Enrollments

Roster applications

Arenas

Personnel

Seasons

Schedule templates

Import

Competition structure

Filter by

Competition level: All levels

Age group: All age groups

Gender: All genders

Region: All regions

Season: 2023-2024

Create Delete

Title

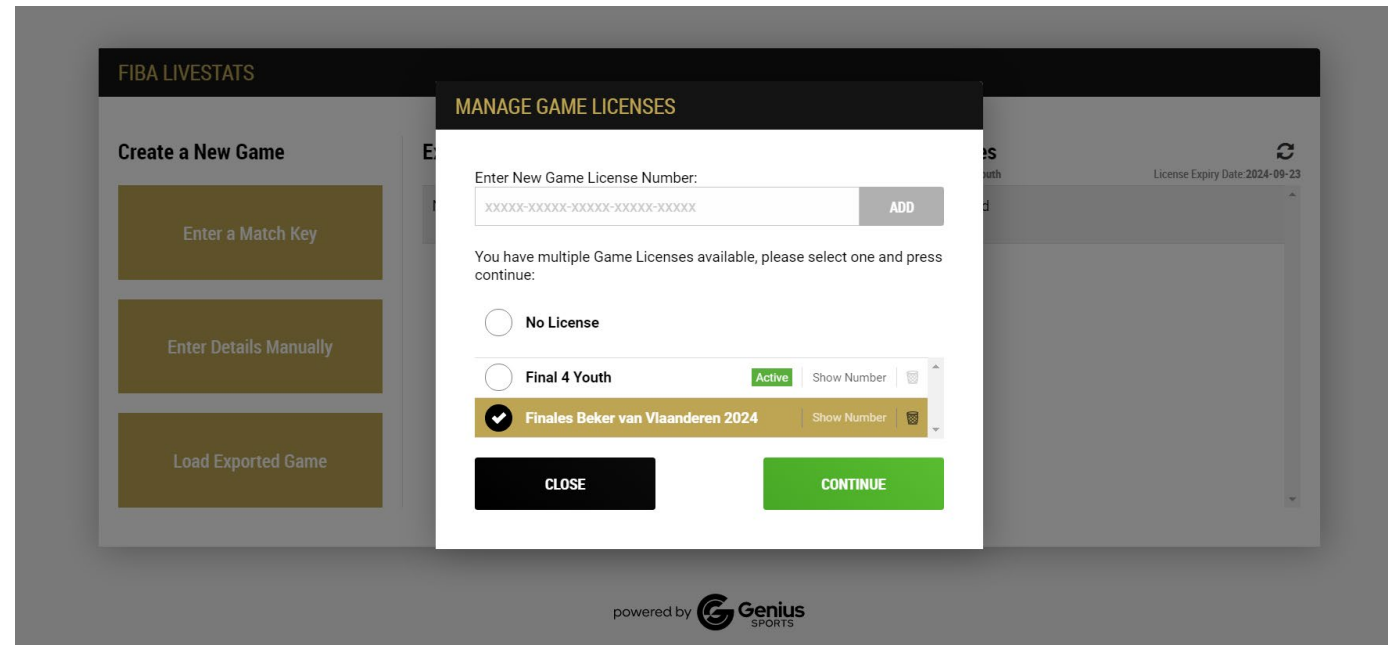
- ▶ Beker van België Dames 2023-2024
- ▶ Beker van België Heren 2023-2024
- ▶ Beker van Vlaanderen Heren 2023-2024
- ▶ Final 4 Youth
- ▶ Finales Beker van Vlaanderen 2024
- ▶ Talent Day 2024
- ▶ Test League 23-24
- ▶ Top Division Men 2 2023-2024
- ▶ Top Division Men One 2023-2024
 - ▶ Top Division Men One 2023-2024
 - ▶ 2023-2024
 - ▶ Play-offs
 - ▶ Play-In
 - ▶ Play-down
 - ▶ Play-up
 - ▶ TDM1 Groep 1
 - ▶ TDM1 Groep 2
- ▶ Top Division Women 2023-2024

Edit group

Games	Teams		Group information		Edit schedule	Game scores	Standings	Custom standings	
 Add	 Edit	 Delete	Change visibility 		Change state 	Generate schedule	Renumber		
	Game	Game	Time	Home team	Away team	Arena	Score	Match Key	Status
	1	1	2024-04-12 20:30 Stats	Rucon Gembo Borgerhout	Guco Lier	Sporthal Luisbeken...	89:82	Expired	Visible for all Opened
	3	1	2024-04-12 20:30 Stats	LDP Donza	Basket SKT Ieper	OCP Gemeent... Basisschool	101:76	Expired	Visible for all Opened
	4	1	2024-04-12 20:45 Stats	BBC Falco Gent	Royal IV Brussels A	Sint-Janscollege	83:63	Expired	Visible for all Opened
	2	1	2024-04-12 21:00 Stats	Mailleux Comblain BIS	Insurea Kontich Wolves	Salle Omnisports Comblain	96:74	Expired	Visible for all Opened
	7	2	2024-04-14 14:30 Stats	Basket SKT Ieper	LDP Donza	Stedelijke Sporthal 1 Ieper	83:80	Expired	Visible for all Opened
	6	2	2024-04-14 16:00 Stats	Guco Lier	Rucon Gembo Borgerhout	Sporthal Sint Rita	92:88	Expired	Visible for all Opened
	5	2	2024-04-14 17:00 Stats	Insurea Kontich Wolves	Mailleux Comblain BIS	Sporthal Sint Rita	122:81	Expired	Visible for all Opened
	8	2	2024-04-14 17:15 Stats	Royal IV Brussels A	BBC Falco Gent	Zuid Paleis	65:68	Expired	Visible for all Opened
	12	3	2024-04-16 20:30 Stats	LDP Donza	Basket SKT Ieper	OCP Gemeent... Basisschool	79:69	Expired	Visible for all Opened
	11	3	2024-04-16 21:00 Stats	Mailleux Comblain BIS	Insurea Kontich Wolves	Salle Omnisports Comblain	97:84	Expired	Visible for all Opened
	9	3	2024-04-17 20:30 Stats	Rucon Gembo Borgerhout	Guco Lier	Arena Antwerpen	68:83	Expired	Visible for all Opened
	13	4	2024-04-19 20:45 Stats	BBC Falco Gent	Guco Lier	Sint-Janscollege	73:69	Expired	Visible for all Opened

FIBA License Manager

- 'Licentie' voor elk team dat met Live Stats wil werken
- **Unieke code** per team
 - Elke beschikbare wedstrijd zal 48u op voorhand verschijnen
- Ook mogelijkheid om met 'match key' te werken
 - Code per wedstrijd



Widgets

- Visuele voorstelling van de wedstrijden per competitie, reeks, tornooi, ...
- HTML code in Backend website
- Ook op jou site? Neem gerust contact op!

Example

 powered by  CHANGE COMPETITION	TDM 1 2024-2025UPCOMING  ANT  GEM 06/09/20249:00 PM	TDM 1 2024-2025UPCOMING  WOL  FAL 06/09/20249:00 PM	TDM 1 2024-2025UPCOMING  HLU  KON 07/09/20245:00 PM	TDM 1 2024-2025UPCOMING  RIV  LDP 07/09/20247:30 PM	TDM 1 2024-2025UPCOMING  LOM  LIE 07/09/20248:30 PM
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Overzicht Stats

- Landingspagina op Basketbal Vlaanderen: <https://www.basketbal.vlaanderen/livestats>
- Resultaat van wekelijks correcte opvolging van de stats
- Gebruikt door coaches, fans, media, agents, ...

LEADERS

AVERAGE POINTS		
	Seppe Willems Antwerp Giants B	21.2 PPG
Andrej Cuyvers		Guco Lier 18.7
Amaury Marion		Royal IV Brussels A 18.5
Mathis Bizimana		Belfius BCCA Neufchâteau 17.1
Sam Lambrecht		Basket SKT Ieper 16.6
Geoffrey Hockins		Koninklijk Remant Basics Melsele-Beveren 16.4
Vincent Van Den Berghe		Koninklijk Remant Basics Melsele-Beveren 16.1
Jean-Patrick Nyamsi		Rucon Gembo Borgerhout 15.9
Ioann Iarochévitch		Mailleux Comblain BIS 15.8
Toon Wesenbeek		BBC Croonen Lommel 15.7

AVERAGE ASSISTS		
	Lars De Lepeleire Koninklijk Basket Team ION Waregem	5.4 APG
Vic Van Oosterwyck		Guco Lier 5.2
Jasper Ūnal		BBC Falco Gent 4.9

AVERAGE TOTAL REBOUNDS		
	Toon Wesenbeek BBC Croonen Lommel	9.0 RPG
Clément Matisse		Mailleux Comblain BIS 9.0
Matts De Keuster		BBC Croonen Lommel 8.6
Mathis Bizimana		Belfius BCCA Neufchâteau 8.5
Ioann Iarochévitch		Mailleux Comblain BIS 8.5
Francois Lhoest		Mailleux Comblain BIS 8.4
Seppe Willems		Antwerp Giants B 8.3
Jean-Patrick Nyamsi		Rucon Gembo Borgerhout 8.0
Maxime Bilolo Katuala		Guco Lier 7.8
Andrej Cuyvers		Guco Lier 7.6

AVERAGE STEALS		
	Lars De Lepeleire Koninklijk Basket Team ION Waregem	3.1 STPG
Rochdi Benzouien		Royal IV Brussels A 2.8
Dennis Verlinden		Antwerp Giants B 2.5

Genius Support

- Vragen of problemen bij FIBA Live Stats?

<https://helpdesk.geniussports.com/hc/en-gb/sections/13040224706076-FIBA-LiveStats>

of

sportssupport@geniussports.com



Aanvang van het seizoen

Voorbereiding



Benodigdheden

- Computer + muis
- Stabiel internet
- Printer (voorzie voldoende papier + reserve inkt)
- Papier + balpen voor de caller
- Licentiecode voor de ploeg ([instellen](#))

Taken

- Operator
 - Persoon die alles ingeeft in de computer
- Caller
 - Persoon die vertelt wat er gebeurt op het terrein
- Zoek jullie eigen manier van samenwerken
- TIP: zorg dat de caller de flows van LiveStats kent
- Nieuwe vrijwilliger trainen? Gebruik wedstrijd van bv. B-ploeg

Wedstrijdvoorbereiding

Pre-game flow



Wedstrijd opstarten

- Via koppeling licentiecode, krijgt u toegang tot de 'league wedstrijden' (48u op voorhand)
- Manueel aanmaken van wedstrijden kan voor oefenwedstrijden, beker, ...

FIBA LIVESTATS

Create a New Game

Enter a Match Key

Enter Details Manually

Load Exported Game

Load Past Game

Existing Games

In Progress
New York Knicks vs Los Angeles Lake...
GS Internal
2020-03-19 12:06 am
Open

League Games

License Name: Test license

Golden State Warri... vs Chicago Bulls
GS Internal
2020-03-22 12:00 am
Open

Los Angeles Clippe... vs Oklahoma City Thu...
GS Internal
2020-03-22 12:00 am
Open

Houston Rockets vs Boston Celtics
GS Internal
2020-03-22 12:00 am
Open

Indiana Pacers vs San Antonio Spurs
GS Internal
2020-03-22 12:00 am
Open

Memphis Grizzlies vs Minnesota Timber...

Gegevens scouters koppelen

- E-mailadres van zowel de operator als de caller ingeven
(beide moeten geregistreerd zijn in het statistician network)

The screenshot shows a web interface for 'Statisticians Details'. At the top is a navigation bar with tabs: 'Statisticians Details' (active), 'System Check', 'Game Information', 'Teams', 'Players', 'Print Settings', and 'Misc Config'. On the right of the bar are buttons 'Discard & Close' and 'Save & Next'. Below the bar, a message reads: 'Enter your email address (or ID) and click "VERIFY". If email is registered, your details will be displayed. Otherwise, please follow the [link](#) to register your email in the Statistician Network.' The form contains two columns: 'OPERATOR' and 'CALLER'. Each column has an 'ID or Email details:' field, a 'Name:' field, and a 'Surname:' field. Red boxes highlight the 'ID or Email details:' fields in both columns and the 'VERIFY' button at the bottom right. Red arrows point from the highlighted 'ID or Email details:' fields to the 'VERIFY' button.

OPERATOR	CALLER
ID or Email details: 	ID or Email details:
Name: 	Name:
Surname: 	Surname:

VERIFY

Internet & Systeem check

- Selecteer het type internetverbinding dat u zal gebruiken tijdens de wedstrijd
- Klik op 'run'
- De software voert een aantal system checks uit

Statisticians Details System Check Game Information Teams Players Print Settings Misc Config Discard & Close Save & Next

We will now run your machine through a system diagnostic check to make sure all required connections are running as required.
Any errors should show up here, if you need to fix any items you can click on 'Save & Close' to exit while still keeping all the information entered during setup.

Computer System Specs:

OPERATING SYSTEM: Microsoft Windows 10 Enterprise	LANGUAGE: en-US	MEMORY: 7 975,07 MB
PROCESSOR: Intel(R) Core(TM) i5-10210U CPU @ 1.60GHz	SCREEN SIZE: 1920 x 1080	FREE MEMORY: 2 033,30 MB
REGION: Lithuania (Lithuania)	DISK SIZE: 227 740,00 MB	FREE DISK SIZE: 169 259,64 MB
SHORT DATE FORMAT: M/d/yyyy	SHORT TIME FORMAT: h:mm tt	LONG DATE FORMAT: dddd, MMMM d, yyyy
DEVICE NAME: BGL-VILNIUS224	APPLICATION LANGUAGE: en	LONG TIME FORMAT: h:mm:ss tt
	LOCAL IP ADDRESS: 192.168.8.100	

***Internet Connection Type:**

Hard-wired ethernet connection

RUN

✓ Battery status	70%
✓ Connection to TV graphics	Tv feed is running
✓ Internet connection	There is internet connection
✓ Date/Time/Timezone of the computer	Date and time are synchronized
✓ Connection to livestream	There is connection to stats engine
✓ Download speed of the internet	4,45 Mbps
✓ Upload speed of the internet	0,93 Mbps

Wedstrijdinformatie

Start a new game by entering all information below
*Denotes mandatory fields

Game Information

*Game Number: 125

*Competition: GS Internal

*Date & Time: 09:00 AM PM 22/03/2020

Venue: Oracle Arena

City: Court: Spectators: Country: UNITED STATES

Game Type

☒ Basketball

☐ Wheelchair Basketball

*No. of Quarters: 4

*Quarter Length: 10

*OT Length: 5

☐ Display international names in game

OFFICIALS

NAME	SURNAME	ROLE	COUNTRY	SHIRT NO	More
Andy	Good	Crew Chief			More
Bobby	Nice	Umpire			More
		Umpire			More
		Commissioner			More

- Bevestig de wedstrijd informatie (datum, uur, locatie, ...)
- Vul de namen van de officials in (te vinden op het DWF)
- Aantal toeschouwers (indien reeds geweten)*

Teams

- Controleer de namen van de ploegen
- Controleer de coaches
- Stel het teamkleur in!

Statisticians Details

System Check

Game Information

Teams

Players

Print Settings

Misc Config

Discard & Close

Save & Next

Start a new game by entering all information below
*Denotes mandatory fields

TEAM 1 DETAILS

*Name:

Golden State Warriors

*Short Name:

GSW

*Short Team Code:

GSW

Long Team Code:

*Team Color:

88

COACHING STAFF

NAME	SURNAME	ROLE	COUNTRY	
Kelton	Donnelly	Coach	Estonia	More
NAME	SURNAME	ROLE	COUNTRY	
Arden	Bradtke	Assistant Coach	Estonia	More
NAME	SURNAME	ROLE	COUNTRY	
		Assistant Coach		More

TEAM 2 DETAILS

*Name:

Chicago Bulls

*Short Name:

CHI

*Short Team Code:

CHI

Long Team Code:

*Team Color:

88

COACHING STAFF

NAME	SURNAME	ROLE	COUNTRY	
Marge	Walsh	Coach	Estonia	More
NAME	SURNAME	ROLE	COUNTRY	
Mati	Karu	Assistant Coach	Estonia	More
NAME	SURNAME	ROLE	COUNTRY	
		Assistant Coach		More

 **basketbal**
.vlaanderen

Spelers

- Controleer of alle spelers zijn toegevoegd
 - *Indien niet: toevoegen via 'Add player'*
- Controleer de spelersnummers via het DWF
- Bevestig welke spelers zullen meedoen
(TIP: totaal aantal spelers onderaan)
- Duid de kapitein aan

Spelers

Statisticians Details	System Check	Game Information	Teams	Players	Print Settings	Misc Config		Discard & Close 	Save & Next 
-----------------------	--------------	------------------	-------	---------	----------------	-------------	--	---	---

TEAM 1 - GOLDEN STATE WARRIORS

No.	Name	Surname	Height	Position	Add. Inf.	Capt.	Playing
17	Thad	Little	248			☐	☒
18	Alberto	Baumbach	177			☒	☒
19	Van	Keebler	172			☐	☒
20	Moses	Rau	217			☐	☒
21	Robbie	Leuschke	213			☐	☒
22	Triston	Purdy	220			☐	☒
23	Price	Crist	166			☐	☒
24	Kevin	Abshire	155			☐	☒
25	Emmitt	Barrows	185			☐	☒
26	Nathan	Feest	201			☐	☒
						☐	☐
	Add Player						☒

Total Count of Playing Players: 10

TEAM 2 - CHICAGO BULLS

No.	Name	Surname	Height	Position	Add. Inf.	Capt.	Playing
46	Jeromy	Kautzer	221			C	
47	Stanley	Ebert	160				
48	Pedro	Senger	226				
49	Domenick	Dibbert	152				
50	Devon	Thompson	188				
51	Junior	Dickinson	183				
52	Jarrell	Price	244				
53	Scottie	O'Conner	225				
54	Rollin	Hudson	164				
55	Christop	Welch	225				
	Add Player						

Total Count of Playing Players: 9

Instellingen Printer

- Stel de 'default printer' in
- Controleer dat dezelfde printer is ingesteld voor 'Quick Print'
- Stel bij 'Quick Print' in hoeveel pagina's u standaard wilt printen tussen de periodes.

Statisticians Details

System Check

Game Information

Teams

Players

Print Settings

Misc Config

Discard & Close

Save & Next

Start a new game by entering all information below
*Denotes mandatory fields

GENERAL PRINT SETTINGS

Default Box Score Report: ☐ Fiba Box Score ☒ Standard Box Score ☐ Advanced Box Score ☐ Advanced Box Score (Single Page)

Default Report Language:

English

×

 International names ☐

Default Printer:

HP Color LaserJet M452n...

×

 *Number of Copies to Print:

4

QUICK PRINT SETUP

Default Report for Quick Print:

Standard Box Score

*Printer # 1

Samsung M2020 Series (USBC

×

 *Number of Copies to Print:

2

*Printer # 2

Samsung ML-2160 Series (USI

×

 *Number of Copies to Print:

2

HEADER / FOOTER SETTINGS

Report Header Image
(Recommended image size: 250 x 150 pixels)

REMOVE IMAGE

Preview



Report Footer Image
(Recommended image size: 718 x 60 pixels)

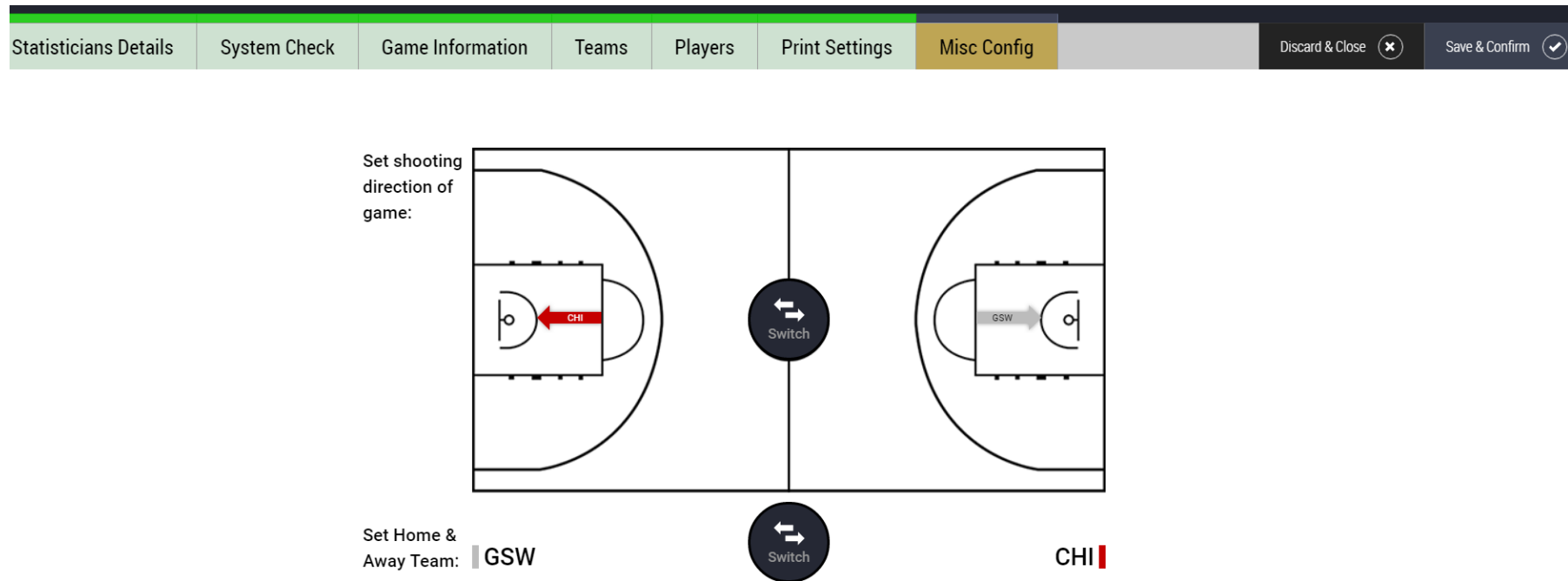
REMOVE IMAGE

Preview



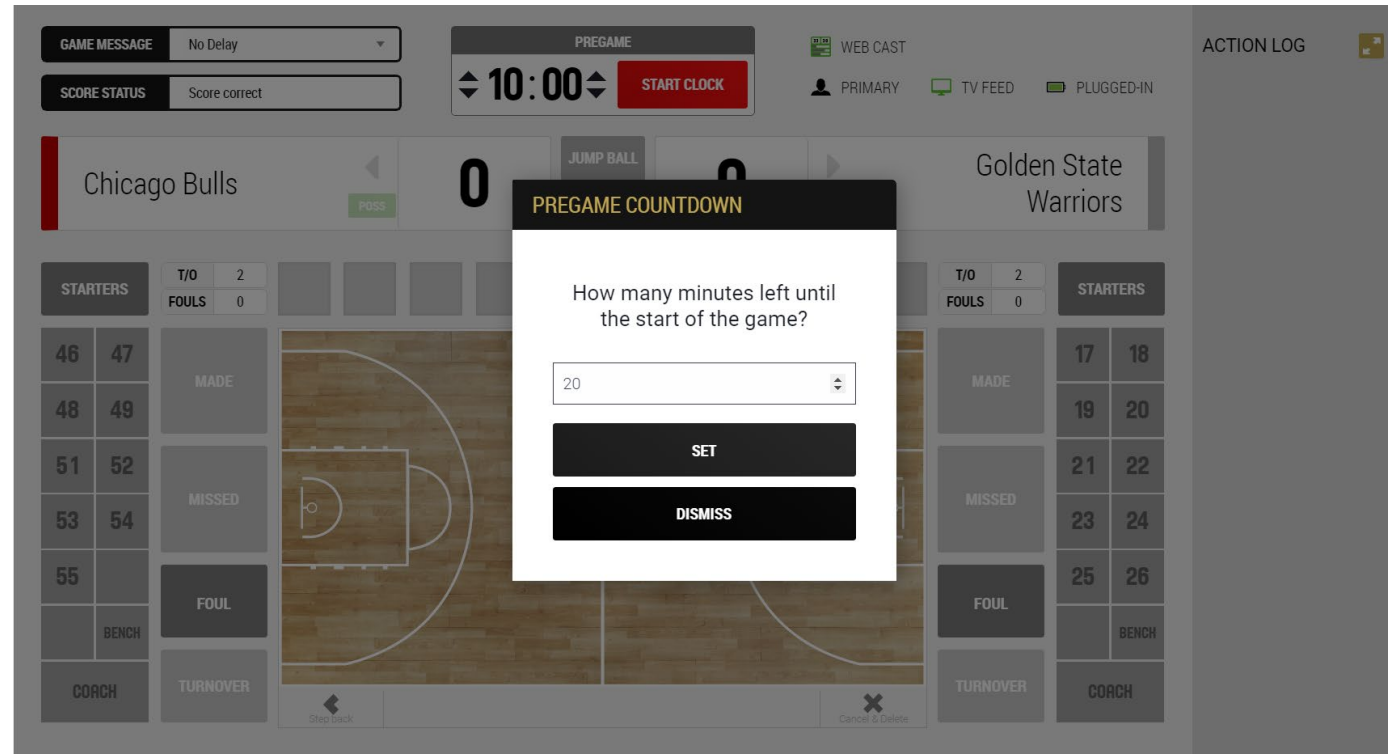
Bevestig speelrichting

- Bevestig de speelrichting en de positie van de spelersbanken
- Standaard voorstel = conform FIBA-regels



Pre-game klok

- Bevestig hoeveel minuten vooraleer de wedstrijd begint
- Maximum 60 minuten (indien langer op voorhand, vergeet niet te starten)
- TIP: Zet 2/3 minuten minder



Klaar voor de wedstrijd!

- Alles staat klaar voor de wedstrijd
- Nog aanpassingen?
Via het menu 'game settings' kan je nog aanpassingen maken
- TIP: test of het printen werkt!

Algemene concepten

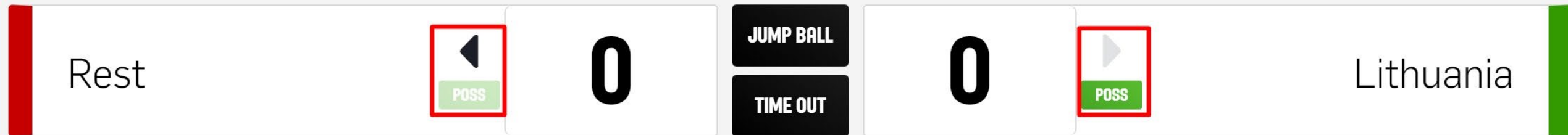
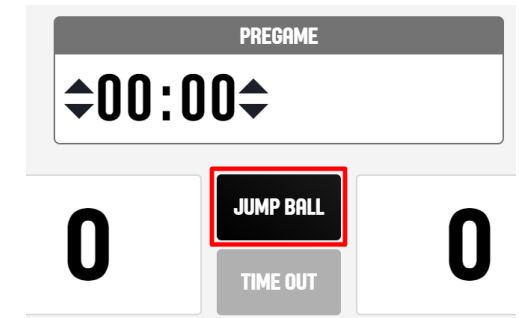


Balbezit



Balbezit

- FIBA LiveStats (FLS) houdt zelf balbezit bij
- Bij aanvang van de wedstrijd klik je op “jump ball”
- Kies de spelers die springen, start de klok en bevestig wie het eerste balbezit heeft.
- FLS zal de ‘pijl’ aangeven in het zwart en het huidige balbezit met een groene indicator “POSS”



Balbezit

- Na elke ingevoerde actie zal de software het balbezit aanpassen indien nodig (bv. na score, defensieve rebound, overtreding, ...)
- De pijl zal enkel veranderd worden na ingave van een springbal-situatie, na start van een nieuwe periode en voor de start van de 3^{de} periode
- Zowel de pijl als de “POSS” kunnen manueel aangepast worden indien nodig.

Workflows

- FLS hanteert workflows om logische acties die op elkaar volgen correct in te geven.
- VB: Steals → een steal zal automatisch worden ingevoerd na het invoeren van een turnover, waar een steal mogelijk is (slechte pass, slechte ballhandling)
- VB: Vrijworpen → Vrijworpen worden automatisch ingebracht bij een fout waarop vrijworpen worden toegekend (shooting, TF, DF, UF) of bij een persoonlijke fout op basis van ploegfouten.

Workflows



Workflows - Turnover

57 59
61 64
65

MADE
MISSED
FOUL
BENCH
COACH

56 58 60 62 63 86 88 90 92 94

T/O 3
FOULS 0

MADE
MISSED
FOUL
BENCH
COACH

87 89
91 93
95

TURNOVER

Select player for turnover...



Turnover

New York Knicks
60. Rigoberto Mohr

Select Turnover type

BAD PASS BALL HANDLING TRAVEL

DOUBLE DRIBBLE OUT OF BOUNDS BACK COURT

3 SECONDS 5 SECONDS OTHER

OFFENSIVE GOAL TENDING

Back Cancel & Delete



57 59
61 64
65

MADE
MISSED
FOUL
BENCH
COACH

56 58 60 62 63 86 88 90 92 94

T/O 3
FOULS 0

MADE
MISSED
FOUL
BENCH
COACH

87 89
91 93
95

TURNOVER

No steal

Select player for steal...

Workflows - Vrijworpen

Game interface showing a foul committed by player 60 (New York Knicks) during a game. The foul is highlighted in red. The interface includes player lists, a court diagram, and foul statistics.



Foul
New York Knicks
60. Rigoberto Mohr

Select Foul type

PERSONAL	TECHNICAL	UNSPORTSMANLIKE
SHOOTING	DOUBLE	UNSPORTSMANLIKE - SHOOTING
OFFENSIVE		DISQUALIFYING
		DISQUALIFYING - SHOOTING

Back Cancel & Delete



Enter Free Throw Results

Foul committed by:
56 58 60 62 63
CHOOSE FROM TEAM LIST...

Attempt 1:
Made Missed

Attempt 2:
Made Missed

Awarded To:
86 88 92 93 94
SUBSTITUTION

Assist by:
NO ASSIST
86 88 92 93 94
CHOOSE FROM TEAM LIST...

Back Fast Break Put on hold Done



Foul Committed by
Foul committed by:
56 58 60 62 63
CHOOSE FROM TEAM LIST...

Select Number of Free Throws Awarded

Number of Free Throws:
1 FREE THROW 2 FREE THROWS 3 FREE THROWS
NO FREE THROWS

Awarded To:
86 88 92 93 94 SUBSTITUTION

Back Fast Break Next

Type shots

- Korte afstand (“in the paint”)

JUMPSHOT

FLOATING JUMP SHOT

FADEAWAY JUMP SHOT

TURNAROUND JUMP SHOT

STEP BACK JUMP SHOT

PULL UP JUMP SHOT

LAYUP

DRIVING LAYUP

DUNK

ALLEY OOP

HOOK SHOT

Type shots

- Lange afstand

JUMPSHOT

FLOATING JUMP SHOT

FADEAWAY JUMP SHOT

TURNAROUND JUMP SHOT

STEP BACK JUMP SHOT

PULL UP JUMP SHOT

Type turnovers

- Turnover van een speler
- Turnovers worden automatisch toegekend bij een aanvallende fout

BAD PASS	BALL HANDLING	TRAVEL
DOUBLE DRIBBLE	OUT OF BOUNDS	BACK COURT
3 SECONDS	5 SECONDS	OTHER
OFFENSIVE GOAL TENDING		

Type turnovers

- Turnover van een ploeg

5 SECONDS

8 SECONDS

24 SECONDS

OTHER

Wedstrijdklok



Wedstrijdklok

- Het is aangeraden om de wedstrijdklok gelijk te laten lopen met de klok
 - Niet meer dan 10 seconden verschil tijdens de wedstrijd
 - Niet meer dan 2 seconden in de laatste 2 minuten van de wedstrijd
- Start/stop via spatiebalk
- Klok manueel aanpassen via pijltjes of dubbelklik op de tijd

Vervangingen



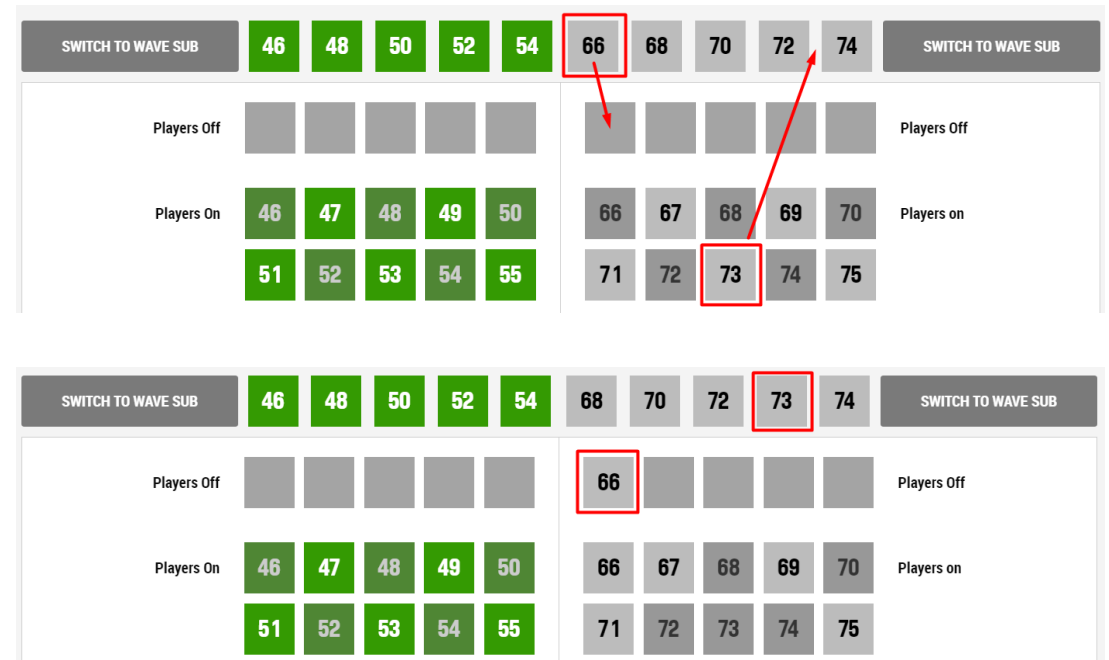
“Wave substitutions”

- Vervangingen kunnen 1 op 1, of meerdere spelers tegelijk gebeuren
- In beide gevallen kies eerst “SUB” (gelijk bij welke ploeg)

Chicago Bulls	◀	3	JUMP BALL TIME OUT	0	▶	Houston Rockets							
	POSS				POSS								
SUB	T/O 3 FOULS 0	46	48	50	52	54	66	68	70	72	74	T/O 3 FOULS 0	SUB

“Wave substitutions”

- Indien vervanging 1 op 1: Klik de nummers aan die op/van het terrein gaan
- Volgorde maakt niet uit



“Wave substitutions”

- Gebruik “wave sub” wanneer het niet mogelijk is na te gaan welke spelers op/van het terrein gaan
- Kies ‘switch to wave sub’, laat de caller de 5 nummers op het terrein opsommen
- FLS bekijkt zelf de vervangingen

SWITCH TO WAVE SUB	46	48	50	52	54	68	70	72	73	74	SWITCH TO WAVE SUB
Players Off											Players Off
Players On	46	47	48	49	50	66	67	68	69	70	Players on
	51	52	53	54	55	71	72	73	74	75	

					SWITCH TO WAVE SUB
68	70	72	73	74	Players Off
66	67	68	69	70	Players on
71	72	73	74	75	

67	69	70	73	74	SWITCH TO WAVE SUB
68	72				Players Off
66	67	68	69	70	Players on
71	72	73	74	75	

ACTION LOG		
Q3 09:51		✓
SUBSTITUTION		
IN	67. Eriberto Boyer	
IN	69. Denis VonRueden	
OUT	68. Jalon Farrell	
OUT	72. Damion Brown	

Flags



Flags

- Wanneer een actie niet logisch is volgens FLS, zal hij deze *flaggen*
- Op het einde van een periode en de wedstrijd zal FLS vragen om deze op te lossen
- Zelf vlaggen van acties wanneer je gemist hebt maar niet direct kan corrigeren

Reasons for actions flagging:

1. Inconsistent possession
2. Player not on the court
3. Registered ahead of the clock
4. Action time is zero
5. Ejected player
6. Free throws are not linked to a foul (incorrect team for free throws)
7. Missing substitution
8. User flag.

Tijdens de wedstrijd



Invoeren van fouten

<https://youtu.be/bpCVq28dZuo>



Invoeren van fouten

Klik op de plaats waar de fout heeft plaatsgevonden

The screenshot displays a basketball game management interface for a match between the Chicago Bulls and the Golden State Warriors. The interface includes a top section with game messages, score status, and a clock showing 09:54 in Quarter 1. The score is 0 for the Bulls and 3 for the Warriors. A foul is being entered on the Golden State Warriors court, indicated by a red 'X' on the court diagram. The interface also shows player statistics, a list of actions, and a sidebar with game messages and action log.

GAME MESSAGE: No Interruption

SCORE STATUS: Score correct

QUARTER 1 IN PROGRESS
09:54
START CLOCK

WEB CAST: PRIMARY TV FEED LOW BATTERY

Chicago Bulls 0 **Golden State Warriors** 3

JUMP BALL
TIME OUT

POSS **POSS**

SUB T/O 2 FOULS 0

47 48 52 53 54 18 19 20 24 25

MADE **MISSED** **FOUL** **TURNOVER**

COACH **BENCH**

Golden State Warriors T/O 2 FOULS 0

17 21 22 23 26

MADE **MISSED** **FOUL** **TURNOVER**

COACH **BENCH**

Step back **Select action...** **Cancel & Delete**

ACTION LOG

- Q1 09:56 0 - 3
SHOT MISSED
2PA 53. Scottie O'Conner
DREB 25. Emmitt Barrows
- Q1 09:56 0 - 3
SHOT MISSED
2PA 24. Kevin Abshire
DREB 54. Rollin Hudson
- Q1 09:56
TURNOVER
TO 47. Stanley Ebert
- Q1 09:57 0 - 3
SHOT MADE
3PM 18. Alberto Baumbach
- Q1 10:00
JUMP BALL - START GAME
JB WON 18. Alberto Baumbach
JB LOST 54. Rollin Hudson
G.START 08:19
P1 START 08:19
- PRE-GAME
STARTERS
START 47. Stanley Ebert
START 48. Pedro Senger
START 52. Jarrell Price
START 53. Scottie O'Conner
START 54. Rollin Hudson
- PRE-GAME
STARTERS
START 18. Alberto Baumbach
START 19. Van Keebler
START 20. Moses Rau

Invoeren van fouten

Klik op knop 'foul' bij de ploeg die de fout heeft gemaakt

The screenshot displays a basketball game management interface for a match between the Chicago Bulls and the Golden State Warriors. The top section shows game messages and the current quarter (Quarter 1 in progress) with a time of 09:54. The score is 0 for the Bulls and 3 for the Warriors. The bottom section features a basketball court diagram with player numbers and a 'FOUL' button highlighted with a red box. The right sidebar contains an action log with various game events.

GAME MESSAGE: No Interruption

SCORE STATUS: Score correct

QUARTER 1 IN PROGRESS
09:54
START CLOCK

WEB CAST: PRIMARY TV FEED LOW BATTERY

Chicago Bulls 0 **Golden State Warriors** 3

Player Numbers: Bulls (47, 48, 52, 53, 54, 18, 19, 20, 24, 25), Warriors (17, 21, 22, 23, 26)

Buttons: JUMP BALL, TIME OUT, MADE, MISSED, FOUL, TURNOVER, SUB, COACH, BENCH

Action Log:

- Q1 09:56 0-3
SHOT MISSED
2PA 53. Scottie O'Conner
DREB 25. Emmitt Barrows
- Q1 09:56 0-3
SHOT MISSED
2PA 24. Kevin Abshire
DREB 54. Rollin Hudson
- Q1 09:56
TURNOVER
TO 47. Stanley Ebert
- Q1 09:57 0-3
SHOT MADE
3PM 18. Alberto Baumbach
- Q1 10:00
JUMP BALL - START GAME
JB WON 18. Alberto Baumbach
JB LOST 54. Rollin Hudson
G START 08:19
P1 START 08:19
- PRE-GAME
STARTERS
START 47. Stanley Ebert
START 48. Pedro Senger
START 52. Jarrell Price
START 53. Scottie O'Conner
START 54. Rollin Hudson
- PRE-GAME
STARTERS
START 18. Alberto Baumbach
START 19. Van Keebler
START 20. Moses Rau

Invoeren van fouten

Selecteer de speler/coach/... die de fout heeft gemaakt

The screenshot displays a basketball game management interface. At the top, it shows 'GAME MESSAGE' (No Interruption), 'SCORE STATUS' (Score correct), and 'QUARTER 1 IN PROGRESS' with a clock at 09:54. The score is Chicago Bulls 0, Golden State Warriors 3. The interface includes a central court diagram and various action buttons like 'JUMP BALL', 'TIME OUT', 'MADE', 'MISSED', 'FOUL', and 'TURNOVER'. A red box highlights the 'FOUL' button and the player selection area. The player selection area shows a list of players: 47, 48, 52, 53, 54, 18, 19, 20, 24, 25. The 'FOUL' button is also highlighted. The 'ACTION LOG' on the right shows a list of game events, including fouls, missed shots, and turnovers.

GAME MESSAGE: No Interruption

SCORE STATUS: Score correct

QUARTER 1 IN PROGRESS

09:54

START CLOCK

Chicago Bulls 0

JUMP BALL

TIME OUT

Golden State Warriors 3

POSS

SUB T/O 2 FOULS 0

47 48 52 53 54 18 19 20 24 25

MADE

MISSED

FOUL

TURNOVER

BENCH

COACH

Select player, bench or coach for foul...

Step back

Cancel & Delete

WEB CAST

PRIMARY TV FEED LOW BATTERY

ACTION LOG

Q1 09:54

FOUL

FOUL Chicago Bulls

Q1 09:56 0-3

SHOT MISSED

2PA 53. Scottie O'Conner

DREB 25. Emmitt Barrows

Q1 09:56 0-3

SHOT MISSED

2PA 24. Kevin Abshire

DREB 54. Rollin Hudson

Q1 09:56

TURNOVER

TD 47. Stanley Ebert

Q1 09:57 0-3

SHOT MADE

3PM 18. Alberto Baumbach

Q1 10:00

JUMP BALL - START GAME

J.B WON 18. Alberto Baumbach

J.L LOST 54. Rollin Hudson

G.START 08:19

P1 START 08:19

PRE-GAME

STARTERS

START 47. Stanley Ebert

START 48. Pedro Senger

START 52. Jarrell Price

START 53. Scottie O'Conner

START 54. Rollin Hudson

PRE-GAME

Invoeren van fouten

Kies het type fout

GAME MESSAGE

No Interruption

SCORE STATUS

Score correct

QUARTER 1 IN PROGRESS

09:54

START CLOCK

WEB CAST

PRIMARY

TV FEED

LOW BATTERY

Chicago Bulls

0

JUMP BALL

3

Golden State Warriors

POSS

TIME OUT

POSS

Foul

Chicago Bulls
48. Pedro Senger

Select Foul type

PERSONAL

SHOOTING

OFFENSIVE

TECHNICAL

DOUBLE

UNSPORTSMANLIKE

UNSPORTSMANLIKE - SHOOTING

DISQUALIFYING

DISQUALIFYING - SHOOTING

Back

Cancel & Delete

ACTION LOG

Q1 09:54

FOUL

FOUL

48. Pedro Senger

Q1 09:56 0-3

SHOT MISSED

2PA

53. Scottie O'Conner

DREB

25. Emmitt Barrows

Q1 09:56 0-3

SHOT MISSED

2PA

24. Kevin Abshire

DREB

54. Rollin Hudson

Q1 09:56

TURNOVER

TO

47. Stanley Ebert

Q1 09:57 0-3

SHOT MADE

3PM

18. Alberto Baumbach

Q1 10:00

JUMP BALL - START GAME

JB WON

18. Alberto Baumbach

JB LOST

54. Rollin Hudson

G.START

08:19

P1 START

08:19

PRE-GAME

STARTERS

START

47. Stanley Ebert

START

48. Pedro Senger

START

52. Jarrell Price

START

53. Scottie O'Conner

START

54. Rollin Hudson

PRE-GAME

Invoeren van fouten

Selecteer op wie de fout is gemaakt

GAME MESSAGENo Interruption

SCORE STATUSScore correct

QUARTER 1 IN PROGRESS
09:54
START CLOCK

WEB CAST
PRIMARY TV FEED LOW BATTERY

Chicago Bulls0Golden State Warriors

SUB

T/O2

FOULS1

47

48

52

53

54

18

19

20

24

25

T/O2

FOULS0

SUB

46

49

51

55

MADE

MISSED

FOUL

BENCH

CORCH

TURNOVER

17

21

22

23

26

MADE

MISSED

FOUL

BENCH

CORCH

TURNOVER

Step back

Select player for received foul...

Cancel & Delete

ACTION LOG

Q1 09:54
FOUL
PF SHOOT 48. Pedro Senger

Q1 09:56 0-3
SHOT MISSED
2PA 53. Scottie O'Conner
DREB 25. Emmitt Barrows

Q1 09:56 0-3
SHOT MISSED
2PA 24. Kevin Abshire
DREB 54. Rollin Hudson

Q1 09:56
TURNOVER
TO 47. Stanley Ebert

Q1 09:57 0-3
SHOT MADE
3PM 18. Alberto Baumbach

Q1 10:00
JUMP BALL - START GAME
JB WON 18. Alberto Baumbach
JB LOST 54. Rollin Hudson
G.START 08:19
P1 START 08:19

PRE-GAME
STARTERS
START 47. Stanley Ebert
START 48. Pedro Senger
START 52. Jarrell Price
START 53. Scottie O'Conner
START 54. Rollin Hudson

PRE-GAME

Invoeren van fouten

Indien van toepassing: bevestig het aantal vrijworpen

GAME MESSAGENo Interruption

SCORE STATUSScore correct

QUARTER 1 IN PROGRESS

09:54

START CLOCK

WEB CAST

PRIMARY

TV FEED

LOW BATTERY

Chicago Bulls

0

JUMP BALL

3

Golden State Warriors

Foul Committed by

Foul committed by:

4748525354

CHOOSE FROM TEAM LIST...

Select Number of Free Throws Awarded

Number of Free Throws:

1 FREE THROW2 FREE THROWS3 FREE THROWS

NO FREE THROWS

Awarded To:

1819202425

SUBSTITUTION

Back

Fast Break

Next

ACTION LOG

Q1 09:54

FOUL

PF SHOOT48. Pedro Senger

ON20. Moses Rau

Q1 09:56 0-3

SHOT MISSED

2PA53. Scottie O'Conner

DREB25. Emmitt Barrows

Q1 09:56 0-3

SHOT MISSED

2PA24. Kevin Abshire

DREB54. Rollin Hudson

Q1 09:56

TURNOVER

TO47. Stanley Ebert

Q1 09:57 0-3

SHOT MADE

3PM18. Alberto Baumbach

Q1 10:00

JUMP BALL - START GAME

JB WON18. Alberto Baumbach

JB LOST54. Rollin Hudson

G-START08:19

P1-START08:19

PRE-GAME

STARTERS

START47. Stanley Ebert

START48. Pedro Senger

START52. Jarrell Price

START53. Scottie O'Conner

START54. Rollin Hudson

Invoeren van fouten

Controleer wie de fout heeft gemaakt, of er een fast break situatie was en indien nodig, voer de vervangingen uit.

GAME MESSAGENo Interruption

SCORE STATUSScore correct

QUARTER 1 IN PROGRESS

09:54

START CLOCK

WEB CAST

PRIMARY

TV FEED

LOW BATTERY

Chicago Bulls

0

JUMP BALL

TIME OUT

3

Golden State Warriors

Foul Committed by

Foul committed by:

4748525354

CHOOSE FROM TEAM LIST...

Select Number of Free Throws Awarded

Number of Free Throws:

1 FREE THROW

2 FREE THROWS

3 FREE THROWS

NO FREE THROWS

Awarded To:

1819202425

SUBSTITUTION

Fast Break

Back

Next

ACTION LOG

Q1 09:54

FOUL

PF SHOOT 48. Pedro Senger

ON 20. Moses Rau

Q1 09:56 0-3

SHOT MISSED

SPA 53. Scottie O'Conner

DREB 25. Emmitt Barrows

Q1 09:56 0-3

SHOT MISSED

SPA 24. Kevin Abshire

DREB 54. Rollin Hudson

Q1 09:56

TURNOVER

TO 47. Stanley Ebert

Q1 09:57 0-3

SHOT MADE

SPM 18. Alberto Baumbach

Q1 10:00

JUMP BALL - START GAME

JB WON 18. Alberto Baumbach

JB LOST 54. Rollin Hudson

G.START 08:19

P1 START 08:19

PRE-GAME

STARTERS

START 47. Stanley Ebert

START 48. Pedro Senger

START 52. Jarrell Price

START 53. Scottie O'Conner

START 54. Rollin Hudson

Invoeren van fouten

Geef de vrijworpen in, indien de laatste gemist is, kies de rebounder

GAME MESSAGENo Interruption

SCORE STATUSScore correct

QUARTER 1 IN PROGRESS

09:54

START CLOCK

WEB CAST

PRIMARY

TV FEED

LOW BATTERY

Chicago Bulls

0

JUMP BALL

TIME OUT

3

Golden State Warriors

Enter Free Throw Results

Foul committed by:

4748525354

CHOOSE FROM TEAM LIST...

Attempt 1:

MadeMissed

Attempt 2:

MadeMissed

Awarded To:

1819202425

SUBSTITUTION

Assist by:

NO ASSIST

1819202425

CHOOSE FROM TEAM LIST...

Back

Fast Break

Put on hold

Done

ACTION LOG

Q1 09:54

FREE THROWS

Q1 09:54

FOUL

FF SHOT48. Pedro Senger

ON20. Moses Rau

Q1 09:560-3

SHOT MISSED

2PA53. Scottie O'Conner

DREB25. Emmitt Barrows

Q1 09:560-3

SHOT MISSED

2PA24. Kevin Abshire

DREB54. Rollin Hudson

Q1 09:56

TURNOVER

TO47. Stanley Ebert

Q1 09:570-3

SHOT MADE

3PM18. Alberto Baumbach

Q1 10:00

JUMP BALL - START GAME

JB WON18. Alberto Baumbach

JB LOST54. Rollin Hudson

EL START08:19

PL START08:19

PRE-GAME

STARTERS

STARTER47. Stanley Ebert

Invoeren van doelpogingen

<https://youtu.be/XZkfwzledDo>



Invoeren van score

1. Selecteer de locatie van de doelpoging
2. Kies 'Made' of 'missed' aan de kant van de ploeg die de doelpoging ondernam
3. Selecteer de speler die de doelpoging heeft genomen
4. Kies het type shot en bevestig of het een fastbreak was
5. Bij score: bevestig of er een assist was of niet
6. Bij gemiste doelpoging:
 1. Mogelijkheid om een block in te voeren
 2. Mogelijkheid om een shotklok overtreding toe te voegen
 3. Mogelijkheid om een tip-in dunk/layup in te voeren
 4. Kies altijd op het einde de rebounder

GAME MESSAGE

No Interruption

SCORE STATUS

Score correct

QUARTER 1 IN PROGRESS

09:57

START CLOCK

WEB CAST

PRIMARY

TV FEED

PLUGGED-IN

Chicago Bulls

POSS

0

JUMP BALL

TIME OUT

0

POSS

Golden State Warriors

SUB

T/O2

FOULS0

47

48

52

53

54

18

19

20

24

25

T/O2

FOULS0

SUB

46

49

MADE

51

55

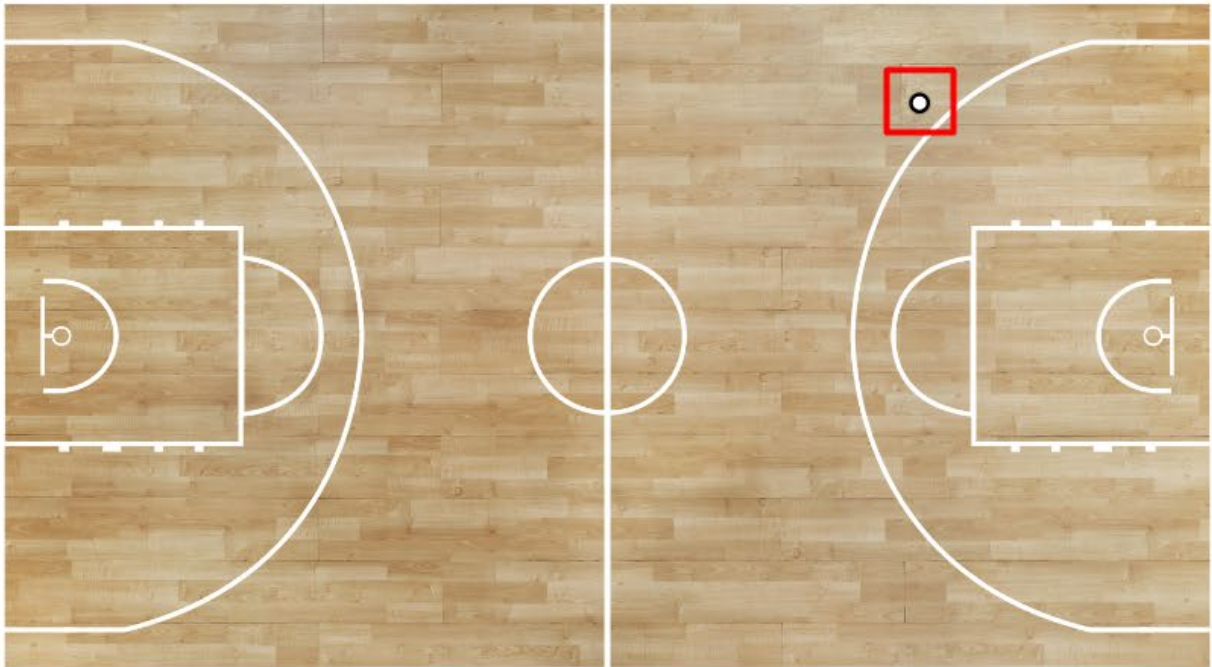
MISSED

FOUL

BENCH

COACH

TURNOVER



Step back

Select action...

Cancel & Delete

MADE

MISSED

FOUL

TURNOVER

17

21

22

23

26

BENCH

COACH

ACTION LOG

Q1 10:00

JUMP BALL - START GAME

JB WON 18. Alberto Baumbach

JB LOST 54. Rollin Hudson

G.START 08:19

P1 START 08:19

PRE-GAME

STARTERS

START 47. Stanley Ebert

START 48. Pedro Senger

START 52. Jarrell Price

START 53. Scottie O'Conner

START 54. Rollin Hudson

PRE-GAME

STARTERS

START 18. Alberto Baumbach

START 19. Van Keebler

START 20. Moses Rau

START 24. Kevin Abshire

START 25. Emmitt Barrows

GAME MESSAGE No Interruption

SCORE STATUS Score correct

QUARTER 1 IN PROGRESS

09:57

START CLOCK

WEB CAST
PRIMARY TV FEED PLUGGED-IN

ACTION LOG

Q1 09:57 0-3

SHOT MADE
3PM

Q1 10:00

JUMP BALL - START GAME

JB WON 18. Alberto Baumbach

JB LOST 54. Rollin Hudson

G.START 08:19

P1 START 08:19

PRE-GAME

STARTERS

START 47. Stanley Ebert

START 48. Pedro Senger

START 52. Jarrell Price

START 53. Scottie O'Conner

START 54. Rollin Hudson

PRE-GAME

STARTERS

START 18. Alberto Baumbach

START 19. Van Keebler

START 20. Moses Rau

START 24. Kevin Abshire

START 25. Emmitt Barrows

Chicago Bulls

0

JUMP BALL

3

Golden State Warriors

SUB

T/O 2

FOULS 0

47

48

52

53

54

18

19

20

24

25

T/O 2

FOULS 0

SUB

46 49

51 55

MADE

MISSED

FOUL

COACH

BENCH

TURNOVER

Step back

Select player for made shot...

Cancel & Delete

MADE

MISSED

FOUL

COACH

BENCH

TURNOVER

17 21

22 23

26

GAME MESSAGE

No Interruption

SCORE STATUS

Score correct

QUARTER 1 IN PROGRESS

09:57

START CLOCK



WEB CAST



PRIMARY



TV FEED



PLUGGED-IN

Chicago Bulls

POSS

0

JUMP BALL

TIME OUT

3

POSS

Golden State Warriors

SUB

T/O 2

FOULS 0

47

48

52

53

54

18

19

20

24

25

T/O 2

FOULS 0

SUB

46

49

MADE

51

55

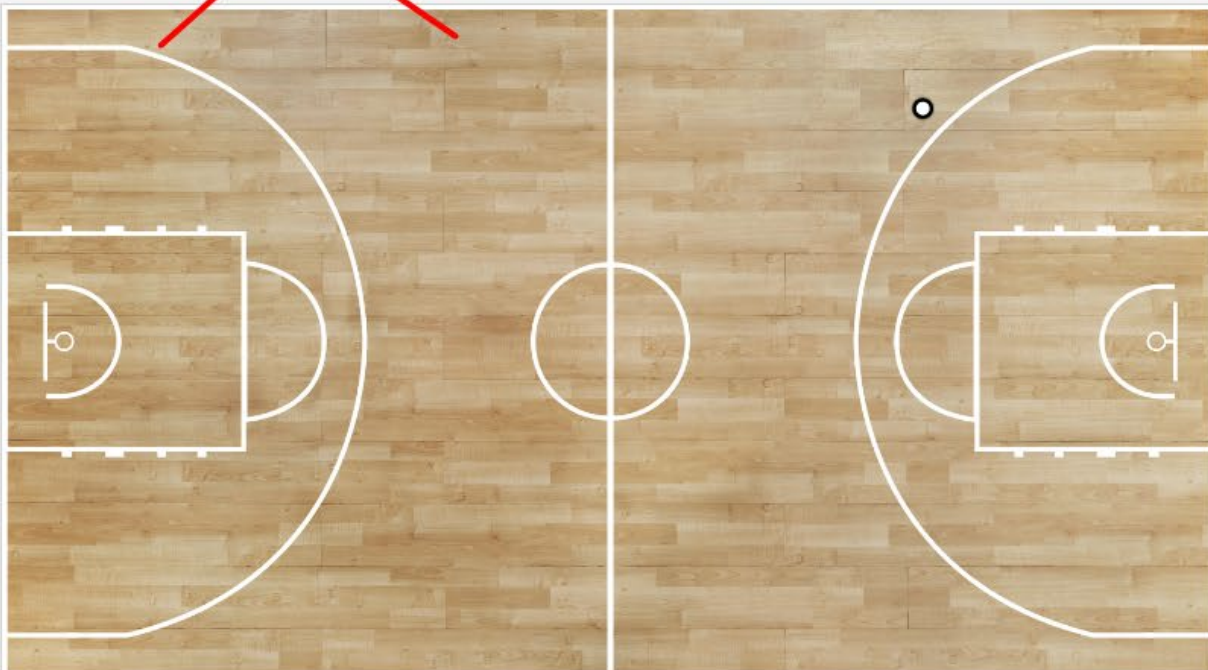
MISSED

FOUL

BENCH

COACH

TURNOVER



MADE

MISSED

FOUL

TURNOVER

17

21

22

23

26

BENCH

COACH



Select player for made shot...



Cancel & Delete

ACTION LOG

Q1 09:57 0-3

SHOT MADE

3PM

Q1 10:00

JUMP BALL - START GAME

JB WON 18. Alberto Baumbach

JB LOST 54. Rollin Hudson

G.START 08:19

P1 START 08:19

PRE-GAME

STARTERS

START 47. Stanley Ebert

START 48. Pedro Senger

START 52. Jarrell Price

START 53. Scottie O'Conner

START 54. Rollin Hudson

PRE-GAME

STARTERS

START 18. Alberto Baumbach

START 19. Van Keebler

START 20. Moses Rau

START 24. Kevin Abshire

START 25. Emmitt Barrows

GAME MESSAGE

No Interruption

SCORE STATUS

Score correct

QUARTER 1 IN PROGRESS

09:57

START CLOCK



WEB CAST



PRIMARY



TV FEED



PLUGGED-IN

Chicago Bulls



POSS

0

JUMP BALL

TIME OUT

3



POSS

Golden State
Warriors

Made Shot Three points

Golden State Warriors
19. Van Keebler

Select shot type

JUMPSHOT

FLOATING JUMP SHOT

FADEAWAY JUMP SHOT

TURNAROUND JUMP SHOT

STEP BACK JUMP SHOT

PULL UP JUMP SHOT

Fast Break?

YES

NO



Back



Cancel & Delete

ACTION LOG



Q1 09:57 0-3



SHOT MADE

3PM 19. Van Keebler

Q1 10:00



JUMP BALL - START GAME

JB WON 18. Alberto Baumbach

JB LOST 54. Rollin Hudson

G.START 08:19

P1 START 08:19

PRE-GAME



STARTERS

START 47. Stanley Ebert

START 48. Pedro Senger

START 52. Jarrell Price

START 53. Scottie O'Conner

START 54. Rollin Hudson

PRE-GAME



STARTERS

START 18. Alberto Baumbach

START 19. Van Keebler

START 20. Moses Rau

START 24. Kevin Abshire

START 25. Emmitt Barrows

GAME MESSAGE

No Interruption

SCORE STATUS

Score correct

QUARTER 1 IN PROGRESS

09:57

START CLOCK



WEB CAST



PRIMARY



TV FEED



PLUGGED-IN

Chicago Bulls

POSS

0

JUMP BALL

TIME OUT

3

POSS

Golden State
Warriors

SUB

T/O 2

FOULS 0

47

48

52

53

54

18

~~19~~

20

24

25

T/O 2

FOULS 0

SUB

46

49

MADE

51

55

MISSED

FOUL

BENCH

COACH

TURNOVER



Select player for assist...



Cancel & Delete

MADE

17

21

22

23

26

MISSED

FOUL

BENCH

COACH

ACTION LOG

Q1 09:57 0-3

SHOT MADE

3PM 19. Van Keebler

Q1 10:00

JUMP BALL - START GAME

JB WON 18. Alberto Baumbach

JB LOST 54. Rollin Hudson

G.START 08:19

P1 START 08:19

PRE-GAME

STARTERS

START 47. Stanley Ebert

START 48. Pedro Senger

START 52. Jarrell Price

START 53. Scottie O'Conner

START 54. Rollin Hudson

PRE-GAME

STARTERS

START 18. Alberto Baumbach

START 19. Van Keebler

START 20. Moses Rau

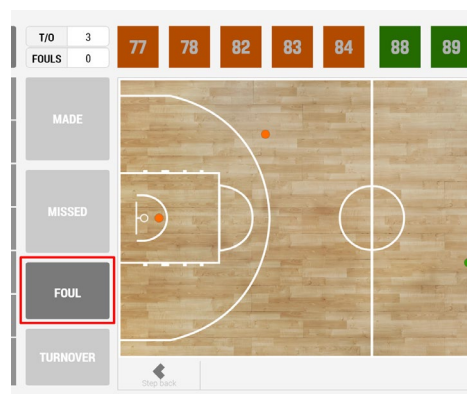
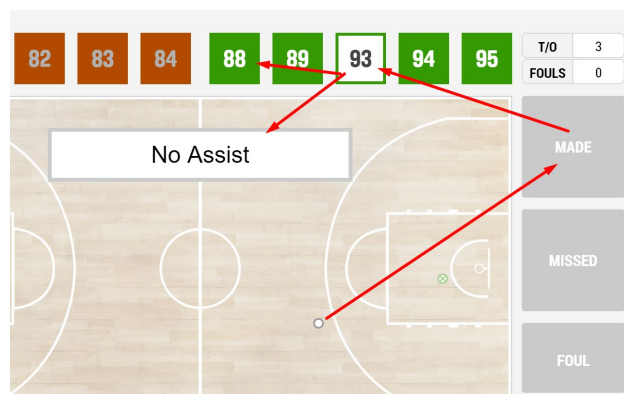
START 24. Kevin Abshire

START 25. Emmitt Barrows

Invoeren van "and-one"

1. Voer het gelukke shot in
2. Na het invoeren van een gelukt shot zal de knop 'Foul' bij de tegenpartij actief worden
3. Registreer de shooting foul
4. FLS zal automatisch 1 vrijworp voorstellen in dit geval
5. Voer de vrijworpen en eventuele rebound in

Invoeren van "And 1"



Select Number of Free Throws Awarded

Number of Free Throws:

1 FREE THROW 2 FREE THROWS 3 FREE THROWS

NO FREE THROWS

Awarded To:

88 89 **93** 94 95 SUBSTITUTION

Vrijworpen 'on hold'

<https://youtu.be/vq90Gpxtg9s>



Vrijworpen on hold

- In bepaalde gevallen moet de invoer van vrijworpen worden gepauzeerd
 - Acties op het veld die gebeuren voor de vrijworpen (Bv. Technische fouten)
 - Een time-out, die je wilt gebruiken om een eerdere actie te corrigeren
 - ...
- Klik op 'put on hold' onderaan het scherm
- Om te hernemen klik je de fase aan in de action log aan de rechterkant

Vrijworpen on hold

GAME MESSAGENo Interruption

SCORE STATUSScore correct

QUARTER 1 IN PROGRESS

09:29

START CLOCK

WEB CAST

PRIMARY

TV FEED

PLUGGED-IN

Boston Celtics

2

JUMP BALL

TIME OUT

3

Golden State Warriors

Enter Free Throw Results

Foul committed by:

7677798283

CHOOSE FROM TEAM LIST...

Attempt 1:

Made

Missed

Attempt 2:

Made

Missed

Awarded To:

1719212425

SUBSTITUTION

Assist by:

NO ASSIST

1719212425

CHOOSE FROM TEAM LIST...

Back

Fast Break

Put on hold

Done

GAME MESSAGENo Interruption

SCORE STATUSScore correct

QUARTER 1 IN PROGRESS

09:29

START CLOCK

WEB CAST

PRIMARY

TV FEED

PLUGGED-IN

Boston Celtics

2

JUMP BALL

TIME OUT

3

Golden State Warriors

SUB

T/O2

FOULS1

76777982831719212425

7880

8184

85

MADE

MISSED

FOUL

TURNOVER

BENCH

COACH

MADE

MISSED

FOUL

TURNOVER

BENCH

COACH

76777982831719212425

1820

2223

26

PRE-GAME

STARTERS

START76Alfredo Jerde

START77Carlo Legros

START79Kadin Wisozk

START82Brody Ferry

START83Arturo Becker

PRE-GAME

STARTERS

START76Alfredo Jerde

START77Carlo Legros

START79Kadin Wisozk

START82Brody Ferry

START83Arturo Becker

ACTION LOG

Q1 09:29

FREE THROWS

FTA

FTA

Q1 09:29

FOUL

PP SHOOT

79Kadin Wisozk

ON

21Robbie Leuschke

Q1 09:48

2-3

SHOT MADE

2PM

76Alfredo Jerde

Q1 09:52

0-3

SHOT MADE

2PM

25Emmitt Barrows

AST

19Van Keebler

Q1 09:57

0-0

SHOT MISSED

2PA

77Carlo Legros

DRB

17Thad Little

Q1 10:00

JUMP BALL - START GAME

JB WON

83Arturo Becker

JB LOST

17Thad Little

G.START

14:31

P1 START

14:31

PRE-GAME

STARTERS

START76Alfredo Jerde

START77Carlo Legros

START79Kadin Wisozk

START82Brody Ferry

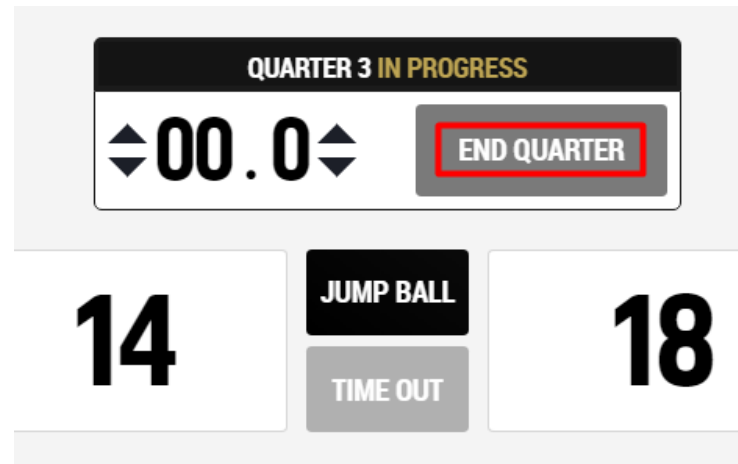
START83Arturo Becker

Einde periode/wedstrijd



Einde periode/wedstrijd

- Op het einde van een periode en de wedstrijd dien je telkens de score te bevestigen



CONFIRM END OF QUARTER 3



CONFIRM NOW

EDIT EVENTS

CONFIRM LATER

Time-out



Time-out

- Time-outs kunnen worden gekozen wanneer de klok gestopt is
- Kies het team die de time-out heeft genomen
- TIP: zet het scherm klaar op wave-sub en laat de caller de 5 spelers per ploeg roepen na de time-out

QUARTER 1 IN PROGRESS

⬆ 05:36 ⬆ STOP CLOCK

11 JUMP BALL 15

TIME OUT

QUARTER 1 IN PROGRESS

⬆ 05:24 ⬆ START CLOCK

11 JUMP BALL 15

TIME OUT

Timeout

Who took timeout?

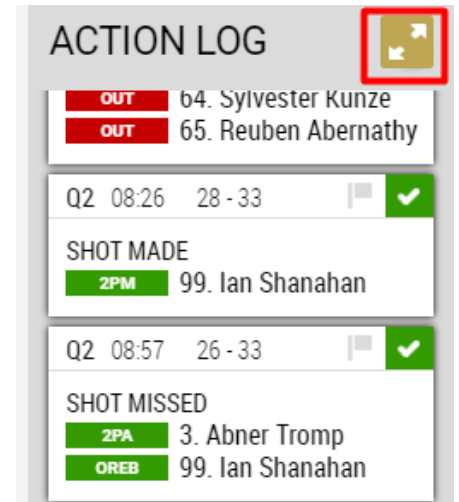
Boston Celtics OFFICIALS Golden State Warriors

Good to know



Action log

- De action log aan de rechterkant van het scherm toont het verloop van de wedstrijd
- Geeft je de mogelijkheid om snel een actie te corrigeren (dubbelklik op de actie) of een actie te 'vlaggen'
- Je kan de volledige action log openen via het icoon rechtsboven



Action log

- In de volledige action log kan je acties bewerken, verwijderen, toevoegen, filteren, ...

Action Log Editing										INSERT EARLIER	INSERT LATER	CLOSE
SORT FILTERS												
Flagged	Teams	Players	Field Goals	Free Throws	Fouls	Substitutions	Assists	Blocks	Turnovers	Time Outs	Rebounds	Quarter
FLAG	QTR	TIME	ACTION	QUALIFIER 1	QUALIFIER 2	TEAM	PLAYER	SCORE	ACTION #	EDIT	DELETE	LINKED
	Q2	04:11	Assist			New York Knicks	56, M. Hermiston		181			
	Q2	04:11	3PT Made	JumpShot		New York Knicks	62, R. Legros	28 - 36	180			
	Q2	04:15	Substitution	Out		New York Knicks	63, L. Shields		182			
	Q2	04:15	Substitution	Out		New York Knicks	64, S. Kunze		178			
	Q2	04:15	Substitution	Out		New York Knicks	65, R. Abernathy		183			
	Q2	04:15	Substitution	In		New York Knicks	57, A. Simonis		185			
	Q2	04:15	Substitution	In		New York Knicks	58, T. Powlowski		184			
	Q2	04:15	Substitution	In		New York Knicks	62, R. Legros		179			
	Q2	08:26	2PT Made	JumpShot		Los Angeles Clippers	99, I. Shanahan	28 - 33	177			
	Q2	08:50	Rebound	Offensive		Los Angeles Clippers	99, I. Shanahan		176			
	Q2	08:57	2PT Missed	JumpShot		Los Angeles Clippers	3, A. Tromp	26 - 33	175			
	Q2	09:08	Assist			New York Knicks	59, E. Pagac		174			
	Q2	09:08	3PT Made	JumpShot		New York Knicks	65, R. Abernathy	26 - 33	173			

Toeschouwers

- Wanneer je tijdens de pre-game het aantal toeschouwers niet hebt ingevuld, dan zal de software na de eerste periode vragen om het aantal in te vullen
- Maak een schatting als je geen exact aantal weet

ENTER SPECTATORS

The game is missing the number of Spectators. It is recommended to enter it before confirming the quarter.

Spectators:

SAVE

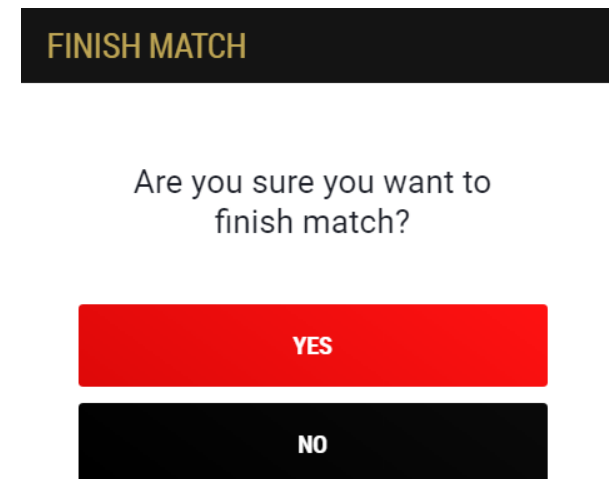
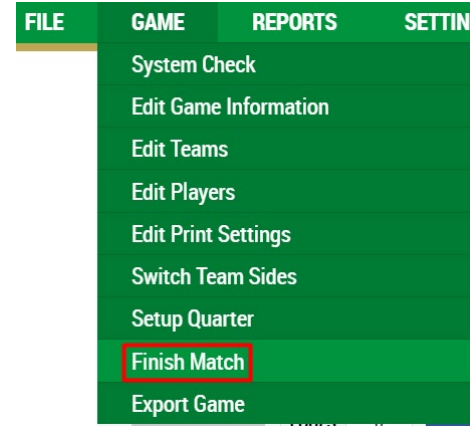
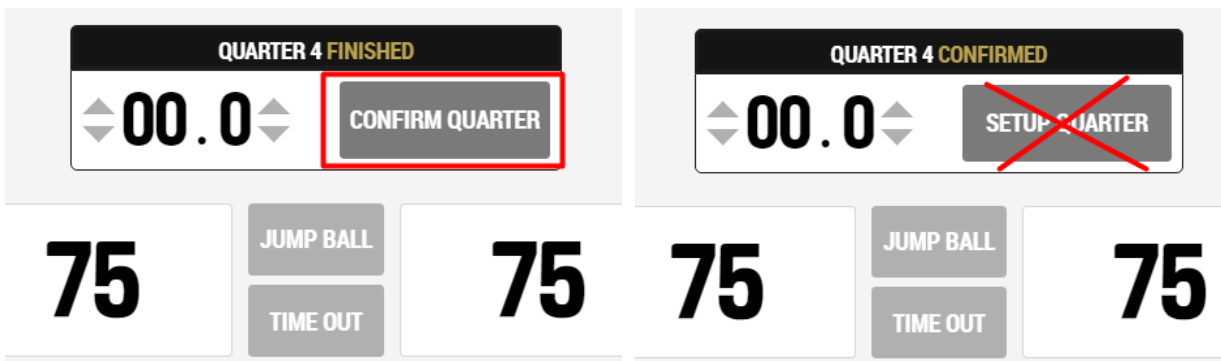
NOT NOW

Heen-en-terug wedstrijden

- Indien er heen-en-terug gespeeld zou worden (bv. playoffs, beker, ...) dan kan men tijdens de eerste wedstrijd gelijk spelen en in de 2^e wedstrijd verlengingen hebben ondanks een niet-gelijke score.
- FLS zal dit niet weten, dus een manuele aanpassing is nodig!

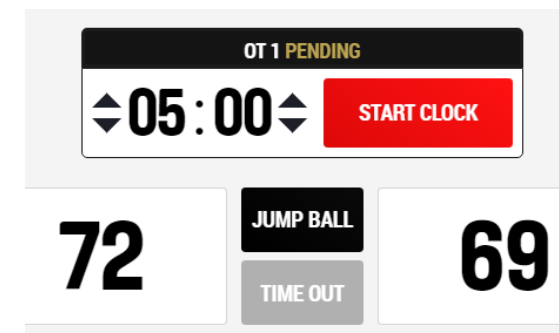
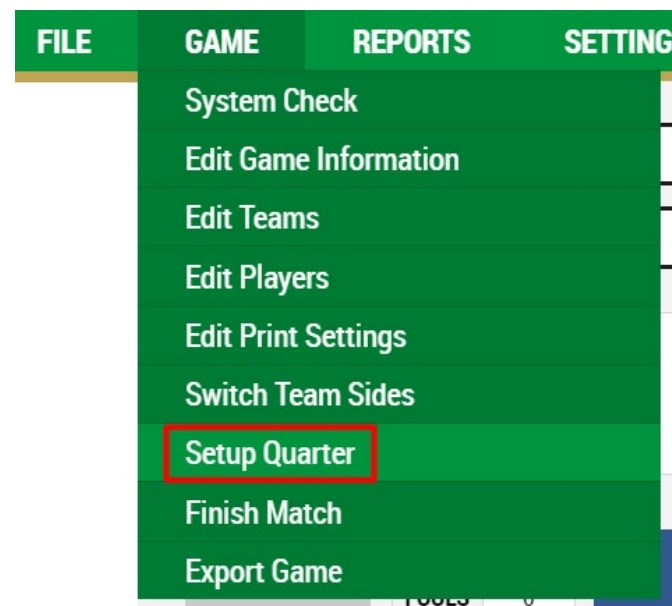
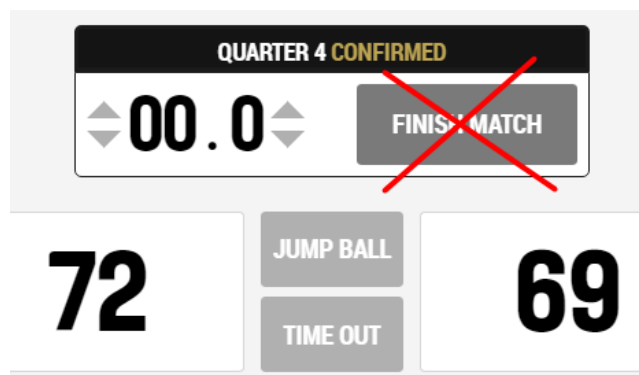
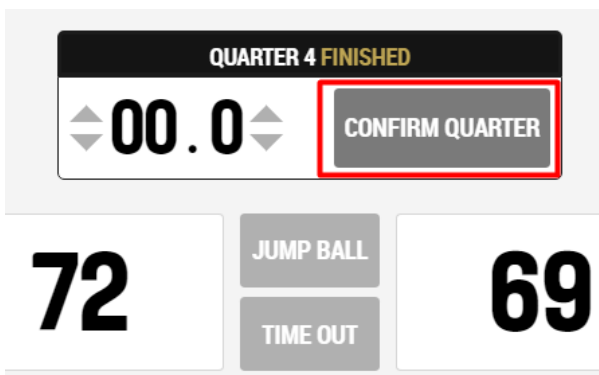
Heen-en-terug wedstrijden

- Om een wedstrijd af te sluiten met gelijke score:
 - Op het einde van de 4^e periode, klik op “end quarter” en “confirm quarter”
 - KLIK NIET op “setup next quarter”, er is geen weg terug!
 - Ga naar het menu ‘game’ en klik op finish match, bevestig het einde van de wedstrijd



Heen-en-terug wedstrijden

- Om verlengingen toe te voegen aan een wedstrijd met verschillende score:
 - Op het einde van de 4^e periode, klik op “end quarter” en “confirm quarter”
 - KLIK NIET op ‘Finish match’, er is geen weg terug...
 - Ga naar het menu ‘Game’ en kies ‘Setup Quarter’
 - De wedstrijd gaat in overtime



Definitie assists

An assist is a pass that leads directly to a team-mate scoring.

- A pass to a player inside the paint, who scores from inside the paint is always considered an assist.
- A pass to a player outside the paint, who scores without dribbling is always an assist.
- A pass to a player outside the paint, who scores after one or more dribbles, is considered an assist if the shooter does not need to beat his defender. We don't award an assist if the shooter beats his defender in a 1-on-1 situation who is facing him and is located directly in front of him, between him and the basket. Helpside defenders are not relevant in this sense. An assist is still given in situations when the offensive player is driving by his defender in a 1-on-1 situation if
 - He drives to the basket immediately after receiving the pass AND
 - His defender is caught off-balance

The same principle applies in fast-break situations, with a pass to a player at half-court

Support



Support

- Handleiding LiveStats: <https://helpdesk.geniussports.com/hc/en-gb/sections/13040224706076-FIBA-LiveStats>
- FIBA Manual voor statisticians:
[http://www.fiba.basketball/documents/2015/FIBA Stats Manual20120920.pdf](http://www.fiba.basketball/documents/2015/FIBA_Stats_Manual20120920.pdf)

Vragen? Shoot!

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