



Riverland Netball Association

## Electronic Scoring Guide 2024

- All Riverland netball games are to be scored electronically.
- RNA will provide clubs with tablets to cater for their required courts.
- The tablets are the responsibility of each club. If they are damaged, clubs will be required to replace them.
- It is the home team's responsibility to make sure their devices are charged, and games are uploaded ready to go.
- A paper copy of the scoresheet will still be required.
- Home teams score using the tablet and the away teams use the paper copy.
- The paper copies will be emailed by the Riverland Registrar and will need to be printed by the Home Club prior to the games.
- If the tablet is connected to the internet the scores will automatically be sent to playhq.com in real time, allowing supporters to see results live.
- If the device is not connected to the internet, you will still be able to use e-scoring and the games will be synced to playhq.com as soon as the device comes back online.
- Umpires to confirm scores and Team Managers to enter best and fairest players chosen by players after each game before leaving the court.
- Paper scoresheet is to be submitted with votes to RNA by the home team.



# Electronic Scoring Guide

NA.SCORE.PLAYHQ.COM



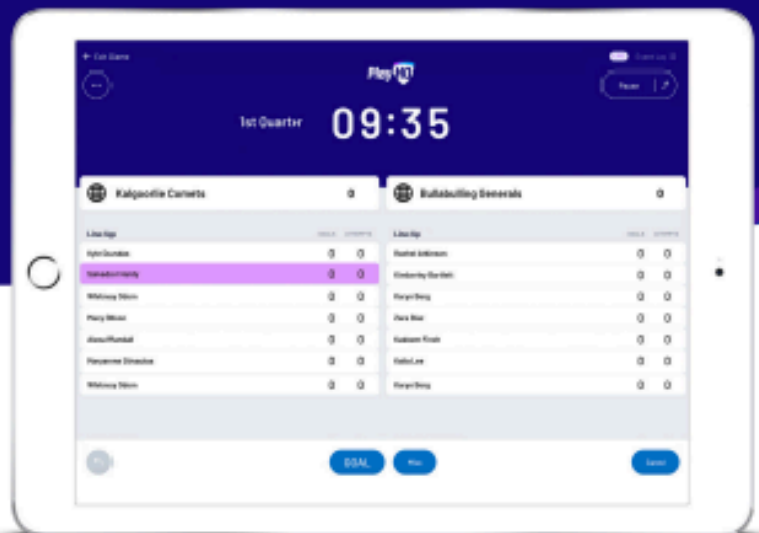
Scoring platform recommended for desktop, laptop or tablet devices.

09:35 Q1 **LIVE**

Scores will be LIVE on game centre if device is connected to internet.

Download & Score Game

If you run out of battery you can take over scoring on a secondary device.



## Select Venue

Login to [score.playhq.com](https://score.playhq.com), search and select the venue you wish to score from.



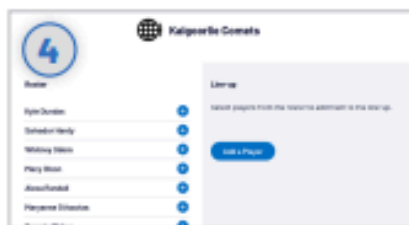
## Enter Session Details

Select which day(s) you would like to download games for and create a pin to secure the session. Click **START SESSION**



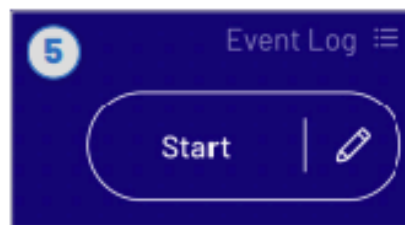
## Select Your Match

Now that you're in a session, select the **day** of your match as well as the **court**. Select the **upcoming match** you want to score.



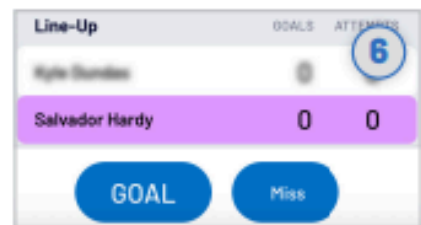
## Add Players To Line-Up

Click **+ Add** to bring up the lineup editor. Click on **+** or **-** to move players in and out of the line-up. To add a fill-in, click **ADD A PLAYER**. Once you've finished selecting your line-up, click **DONE**.



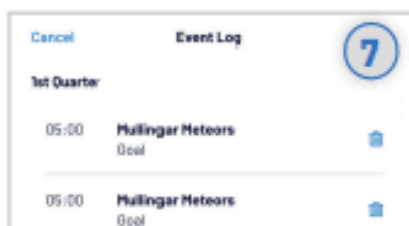
## Start Game

Do a final check of the team line-ups and ensure there is the correct time on the clock (if need be, you can adjust the time by clicking which is next to **START**).



## Start Scoring

There are two events that can be recorded, a goal or a missed shot. When this occurs in the game, select either the **player** or **team** then hit **GOAL** or **MISS**.



## Undo Score Event

You can click the button to undo the previous event or alternatively, you can click the next to the **EVENT LOG** (top right) to remove any event from the game.



## End Quarters

To manually end a quarter prior to timer running out, click the and then **END PERIOD**.



## Submit Game Result

Once the game is complete you'll need to select the **3 dots** in the left hand corner and select **END GAME**. Confirm the results then click **SUBMIT GAME RESULT**. Navigate to **END SESSION** in order to finalise scores.