



eScoresheet in der NLA

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Die Mobiliar | Asics · Cornèrcard · Mikasa · Suvaliv · Swatch · Under Armour

Ziele

- Über Einführung informiert
- Den Ablauf der Ausbildung kennen
- Über die Aufgaben der Schiedsrichter am Spieltag informiert sein

Generell - Logistik

- Teams haben zwei Laptops + ein USB-Stick (mind. 1GB) am Spiel – Beide Einsatzbereit!
- Altes offizielle Matchblatt obligatorisch
- Stabile Internetverbindung in der Halle

Generell - Datenbank

- eScorer und Schiedsrichter/RD's erhalten das eScoresheet-Login von Swiss Volley
- Spiele und Teams/SpielerInnen sind in der Datenbank von DataProject hinterlegt
 - Selbe DB wie für Statistik (Topscorer)
- Spiele können jederzeit während jeder Phase heruntergeladen werden
- Clubs müssen ‚Connection Tests‘ vor dem Spiel durchführen
 - Vorgabe: 1 - 2 Tage vorher (zu Öffnungszeiten Swiss Volley)
+ am Spieltag in der Halle über Internetverbindung
 - Bei kurzfristigem technischen Totalausfall muss das Matchblatt verwendet werden

Ausbildung

- Selbststudium der eScorer, Schiedsrichter und RD's
- Lehrmittel: e-Learning in Englisch
- Hilfsmittel: eScoresheet Software (Testlogin) + Manual in Englisch
- Erteilung der Lizenz/Login für eScorer - max. 4 pro Verein:
 - e-Learning – Erfolgsquote mindestens 80%
 - Scoresheet (PDF) von einem Testspiel an Swiss Volley senden
- Erhalt des Login's für SR's und RD's:
 - e-Learning – Erfolgsquote mindestens 80%
- eScoresheet testen für Schiedsrichter und RD's gemäss Weisung SSK

Vor dem Spiel

- Überprüfen der Halleneinrichtung für eScoresheet **vorziehen**
 - H-60/bei Ankunft
 - Überprüft Laptop auf Internetverbindung mit eScorer
 - › Google.ch, youtube.ch oder besser: **speedtest.net**
 - eScoresheet Spiel auf Korrektheit überprüfen – Match Info! (siehe nächster Slide)
 - Team muss mündlich bestätigen, dass der ‚Connection Test‘ durchgeführt wurde
 - Identifikation des eScorer’s mittels Liste von Swiss Volley, verfügbar auf der Webseite und Ausweis (ID, GA, Pass, etc.)

Vor dem Spiel

- Match Info – Angaben aus der Datenbank!

Match info NFFF-01 TEST Competition - TEST Champ

TEST Competition - TEST Champ **TEST** **Men's** **Club 1.Male**

Match no. **FFF-01** Day no. **1** Phase **Away - TEST Champ**
Date **14.10.2013** Scheduled time **18.00** Real Starting Time
TSTCh
ID COMP = 1
ID MATCH = 1

TEST A **TEST B**

Country City Hall
Spectators Receipts €

	Family name	First name	City/Region	Nat	
1st Referee	<input type="text" value="Test Referee"/>	<input type="text" value="Test Referee"/>	<input type="text"/>	<input type="text"/>	Supervisor <input type="text" value="Test Supervisor Test Sup"/> <input type="button" value="v"/>
2nd Referee	<input type="text" value="Test Referee 2"/>	<input type="text" value="Test Referee 2"/>	<input type="text"/>	<input type="text"/>	
Scorer	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Assistant	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

	Family name	First name
Line Judge # 1	<input type="text"/>	<input type="text"/>
Line Judge # 2	<input type="text"/>	<input type="text"/>
Line Judge # 3	<input type="text"/>	<input type="text"/>
Line Judge # 4	<input type="text"/>	<input type="text"/>

Vor dem Spiel

- H-30 – H-16: Spieler wie bis anhin mit Lizenzen und Scoresheet identifizieren
- Änderungen der Spielerliste ist manuell möglich!
- Achtung: LAS/JFL = LFP (local formed players)
- Staff auch kontrollieren

The screenshot displays the Match Scoring software interface. The main window is titled 'Match Scoring' and shows the 'Players roster' for 'TEST A'. The roster is divided into two main sections: 'TEST A' and 'Player in Roster'.

TEST A Roster:

FAMILY NAME	First Name	Birth Date	Nat
TEST ATHLETE 10	Test Athlete 10		LFP
TEST ATHLETE 8	Test Athlete 8		LFP
TEST ATHLETE 9	Test Athlete 9		LFP

Player in Roster:

N	ID	Family name	First name	CapLib	Nat.
1	TEST2	Test Athlete2	Test Athlete2	Libero 1	LFP
2	TEST	Test Athlete	Test Athlete	Captain	LFP
3	TEST1	Test Athlete 1	Test Athlete 1		LFP
4	TEST3	Test Athlete 3	Test Athlete 3		LFP
6	TEST5	Test Athlete 15	Test Athlete 15		LFP
7	TEST6	Test Athlete 6	Test Athlete 6		LFP
8	TEST7	Test Athlete 7	Test Athlete 7		LFP
12	TEST11	Test Athlete 11	Test Athlete 11		LFP
13	TEST12	Test Athlete 12	Test Athlete 12		LFP
14	TEST13	Test Athlete 13	Test Athlete 13		LFP
15	TEST4	Test Athlete 4	Test Athlete 4		LFP
16	TEST14	Test Athlete 14	Test Athlete 14		LFP

The interface includes several control buttons: 'Add', 'Add All', 'Remove', 'Reset', and 'New player'. A 'Player in Roster' section shows '12 Player in Roster' and a 'New player' button. At the bottom, there are 'Comments', '<< Prev', 'Next >>', and 'Cancel' buttons. A footer note states: 'To add the players in the roster click on the ADD button or double click on the name of the player. Use the New Player button to enter new players in the roster.'

Vor dem Spiel

- H-15: Die Teams (Trainer) setzen ihr Passwort (Unterschrift) nach dem Coin Toss mittels Teamlogin

The screenshot displays a software interface for managing a team roster during a match. A central dialog box titled "Roster Validation" is open, requiring a password for both the home team (TEST A) and the away team (TEST B). The dialog includes a "password" label and two input fields, one of which is highlighted with a yellow border. Below the input fields are "Login" and "Cancel" buttons. The background interface shows a "Player in Roster" table with the following data:

N	ID	Family name	First name	Cap/Lib	Nat.
1	TESTA	Test Athlete A	Test Athlete A	Libero 1	LFP
2	TESTB	Test Athlete B	Test Athlete B	Captain	LFP
3	TESTC	Test Athlete C	Test Athlete C		LFP
4	TESTD	Test Athlete D	Test Athlete D		LFP

At the bottom of the interface, there are buttons for "Comments", "<< Prev", "Ok", and "Cancel". A footer note reads: "To add the players in the roster click on the ADD button or double click on the name of the player. Use the New Player button to enter new players in the roster."

Vor dem Spiel

- Positionsblätter dem eScorer abgeben

The screenshot shows the 'Match Scoring' software interface. At the top, it displays 'Match Scoring' and 'TIME 11.18.07'. The main window is titled 'Starting line ups for the set 1' and contains the instruction 'Select the starting line ups for the set 1.'.

There are two player lists, 'TEST A' and 'TEST B', each with 16 players. In 'TEST A', player 2 'Test Athlete Test Athlete' is marked as captain (C). In 'TEST B', player 6 'Test Athlete F Test Athlete' is highlighted in blue.

Two court diagrams are shown in the center. The top diagram shows a 3x2 grid with positions 6, 4, 3 in the top row and 7, 8, 2c in the bottom row. The bottom diagram shows a 3x2 grid with positions 7, 5, 3 in the top row and 4, 6, 2c in the bottom row. Both diagrams have 'Reset' buttons and icons for player selection.

At the bottom of the player lists, there are counters for 'LFP' (6) and 'not LFP' (0). A large red arrow points from the bottom left towards the 'LFP 6' counter.

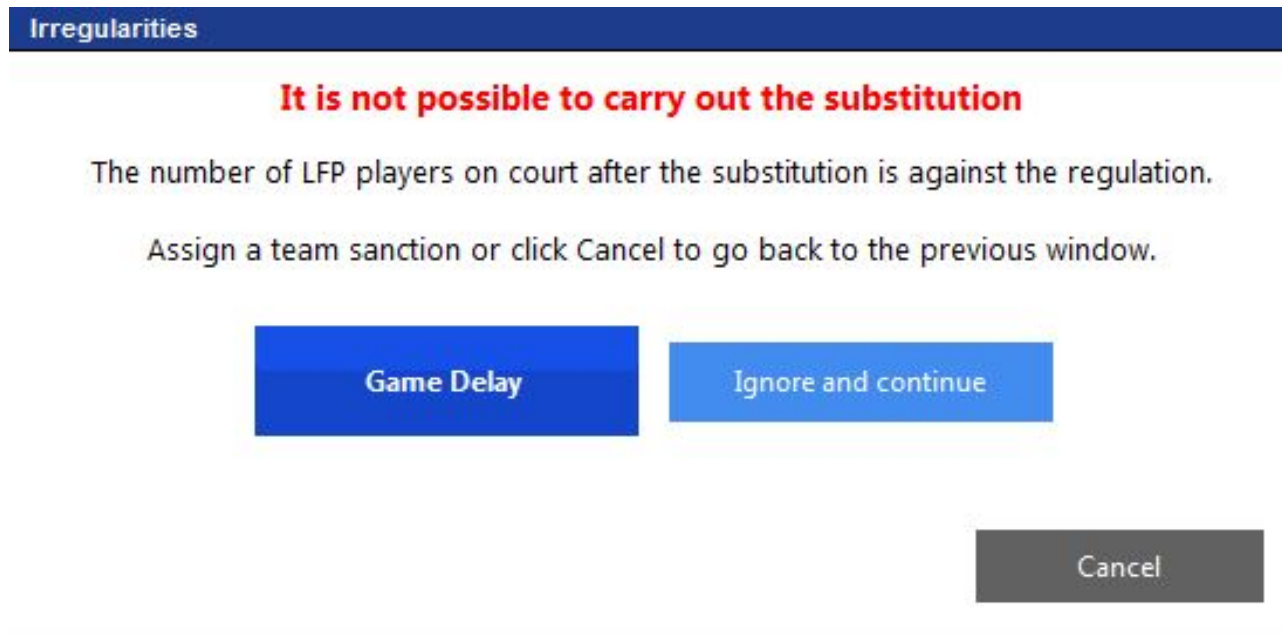
At the bottom of the window, there are 'Ok' and 'Cancel' buttons. Below the window, a toolbar contains icons for 'Roster', 'Line-ups', 'Support Request', 'Print', 'Options', 'Match Info', 'Comments', and 'Save&Exit'.

Während dem Spiel

- Countdown bei Technical Time-Outs / Time-Outs und zwischen den Sätzen
 - 10min. Pause muss **vor** dem Spiel unter ‚Options‘ aktiviert werden!
- Bei Doppelwechsel mit dem Captain: Doppelwechsel ausführen, Captain am Schluss dem Schreiber angeben
 - Falls eScorer grosse Probleme mit der Angabe des Ersatzkapitäns hat, kann dies manuell unter ‚Options‘ abgeschaltet werden
- Positionsblätter dem eScorer abgeben, wie zu Satzbeginn

Während dem Spiel

- LFP Meldung erscheint, sobald eine reglementwidrige Handlung vorgenommen wurde



The screenshot shows a dialog box titled "Irregularities" with a dark blue header. The main text is in red: "It is not possible to carry out the substitution". Below this, there is explanatory text: "The number of LFP players on court after the substitution is against the regulation." and "Assign a team sanction or click Cancel to go back to the previous window." At the bottom, there are three buttons: "Game Delay" (dark blue), "Ignore and continue" (light blue), and "Cancel" (grey).

Irregularities

It is not possible to carry out the substitution

The number of LFP players on court after the substitution is against the regulation.

Assign a team sanction or click Cancel to go back to the previous window.

Game Delay Ignore and continue

Cancel

Während dem Spiel

- Spieler (LFP, non-LFP und Libero) sind im eScoresheet farblich unterschiedlich hervorgehoben
 - Keine Farbe: LFP
 - Gelb: LFP Libero
 - Rot: non-LFP
 - Orange: non-LFP Libero

The screenshot displays an eScoresheet for a volleyball match between TEST A and TEST B. The interface includes the following elements:

- Scoreboard:** TEST A 0, A 12.34.53, B 0, TEST B.
- Set Score:** 0 Set 1 0.
- Player Lists:**
 - TEST A On court:** 2 Test Athlete Test Atl, 3 Test Athlete 1 Test A, 4 Test Athlete 3 Test A, 6 Test Athlete 15 Test, 7 Test Athlete 6 Test A, 9 Test Athlete 8 Test A.
 - TEST A On bench:** 1 Test Athlete2 Test Athlete2, 8 Test Athlete 7 Test Athlete 7, 10 Test Athlete 9 Test Athlete 9, 11 Test Athlete 10 Test Athlete 1, 12 Test Athlete 11 Test Athlete 1, 13 Test Athlete 12 Test Athlete 1.
 - TEST B On court:** 1 Test Athlete A Test A, 2 Test Athlete B Test A, 3 Test Athlete C Test A, 4 Test Athlete D Test A, 5 Test Athlete E Test A, 6 Test Athlete F Test A.
 - TEST B On bench:** 7 Test Athlete G Test Athlete G, 8 Test Athlete H Test Athlete H, 9 Test Athlete I Test Athlete I, 10 Test Athlete L Test Athlete L, 15 Test Athlete Q Test Athlete Q, 16 Test Athlete R Test Athlete R.
- Ball Diagram:** A central diagram showing player positions and scores:
 - Top row: 7 (Test Athle), 6 (Test Athle), 2 (Test Athle), 15₁ (Test Athle).
 - Second row: 1₉ (Test Athle), 4 (Test Athle), 3 (Test Athle), 6 (Test Athle).
 - Bottom row: 2_c (Test Athle), 3 (Test Athle), 4 (Test Athle), 5 (Test Athle).
- Buttons:** Set start, Undo.

Nach dem Spiel

- eScoresheet kontrollieren – allfällige Kommentare hinzufügen möglich
- eScorer lädt das eScoresheet , unter der Aufsicht des Schiedsrichters, direkt auf die DB (siehe nächster Slide)
- Kein Druck oder Versand nötig!
- Der NLA-Club trägt neu die Verantwortung ihre Lizenzen für Umlizenzierungen und Doping-Unterstellungserklärungen zurück zu schicken

Nach dem Spiel

Match Scoring [Official Match] FFF-01 TEST Competition - TEST Champ

TEST A **3** A **11.35.38** B **0** TEST B

25 Set **3** **0**

To approve the scoresheet you have to enter the required passwords.

ScoreSheet Approval

Set end **Undo**

On court

- 6 Test Athlete 15 Test A
- 7 Test Athlete 6 Test At
- 8 Test Athlete 7 Test At
- 9 Test Athlete 8 Test At
- 10 Test Athlete 9 Test At
- 11 Test Athlete 10 Test A

On bench

- 4 Test Athlete 3 Test Athlete 3
- 12 Test Athlete 11 Test Athlete 11
- 13 Test Athlete 12 Test Athlete 12
- 14 Test Athlete 13 Test Athlete 13
- 15 Test Athlete 4 Test Athlete 4
- 16 Test Athlete 14 Test Athlete 14

On court

- 2 Test Athlete B Test At
- 3 Test Athlete C Test At
- 4 Test Athlete D Test At
- 5 Test Athlete E Test At
- 6 Test Athlete F Test At
- 7 Test Athlete G Test At

On bench

- 1 Test Athlete A Test Athlete A
- 8 Test Athlete H Test Athlete H
- 9 Test Athlete I Test Athlete I
- 10 Test Athlete L Test Athlete L
- 11 Test Athlete M Test Athlete M
- 12 Test Athlete N Test Athlete N

Swiss Volley

S	TO	Pt	Set	Time	Pt	TO	S
0	0	25	1	'1053	0	0	0
0	0	25	2	'1437	0	0	0
0	0	25	3	'1438	0	0	0
		75		'3928	0		

Live match Scoring Report

Support Request

Set Preview History Manual Changes

Print Options Match Info Comments Save&Exit

Nach dem Spiel

Match Scoring [Official Match] FFF-01 TEST Competition - TEST Champ

TEST A 3 A 09.19.03 B 0 TEST B

On court
6
7
8
9
10
11
On bench
L 4
12
13
14
15
16

Service Login

Problem with Login?
[Click here to send troubleshooting to scoresheet support.](#)

username password

Scorer scorertest Login

1st Referee TEST REFEREE Test R Login

Supervisor TEST SUPERVISOR T Login

Home TEST A Login

Away TEST B Login

Technical Notes
Set 3: 0-0 (Man. Mod.)Point for TEST A
Set 2: 0-0 (Man. Mod.)Point for TEST A
Set 1: 0-0 (Man. Mod.)Point for TEST A
Official Time: 18.00 - Real Time: 18.00

Scoresheet Notes

Preview Scoresheet Approve and Finalize Match Cancel

Manual Changes Save&Exit

Support Request

75 '3928 0 Print Options Match Info Comments

Nach dem Spiel

Scoresheet

TEST A **3** **0** **TEST B**

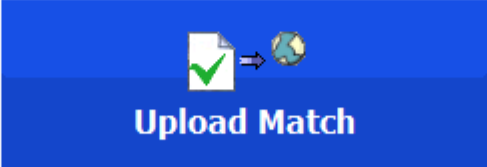
14.10.2013 - 18:00

TEST - FFF-01

TEST REFEREE Test Referee, TEST REFEREE 2 Test Referee 2

Reopen match Scoring Report Scoresheet

Choose to upload the match to the online database

 **Upload Match**

Have you got any problems?
[Click here to send troubleshooting to scoresheet support.](#)

Nach dem Spiel

- Scoresheet wurde nicht auf den Server geladen!

The screenshot shows a web interface with a blue background. On the left, there is a vertical menu with three items: 'ams', 'ions', and 'e Match' (the last one is highlighted in red). In the bottom left corner, there are two buttons: 'About' and 'Licensed: Swiss Volley'. On the right side, there is a yellow warning box with the following text:

Warning!
Match not Sent!

FFF-01	14 Oct 2013, 18:00
TEST A	
TEST B	

Click here to send the match

As you are aware, it is mandatory to send the match.

Problem with approve/upload?
[Click here to send troubleshooting to scoresheet support.](#)

Nächste Schritte

- Testlogin für das eScoresheet wird verschickt, sobald die Software fertig gestellt ist
- E-Learning wird Mitte September an alle Beteiligten verschickt
- Swiss Volley erstellt eine Checkliste für den Schiedsrichter und eScorer



Besten Dank

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