



# Einführung e-Scoresheet in der NLB

Zentralkurs 2018  
Schiedsrichter nationales Kader



# Ausgangslage

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Einführung des e-Scoresheets in der NLB  
auf die Saison 2018-2019



# Ausgangslage

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- Wer hat noch nie etwas von e-Scoresheet gehört?
- Wer kennt e-Scoresheet bereits?
- Wer ist bereits am e-Scoresheet ausgebildet?
- Wer hat bereits Erfahrung als 'e-Scorer'?



# Agenda

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- Ausgangslage / Zielsetzungen / Abgrenzung
- Ausbildung und Training – Weg ins Ziel
- Programme und Hilfsmittel
- 'best practice'
- Fragen/Diskussion

# Zielsetzungen

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Es geht darum, die Schiedsrichter  
(primär die NLB-Schiedsrichtern / EG 3 und 4,  
die bis jetzt noch nicht mit dem e-Scoresheet gearbeitet haben)

- über die Ausbildung und das Training für das e-Scoresheet zu informieren, die jeder Schiedsrichter des nationalen Kaders absolvieren muss;
- über die dazu vorhandenen Instrumente zu informieren (E-Learning Modul, e-Scoresheet Diktat, ...);
- über einige wichtige Punkte beim Einsatz des e-Scoresheets zu informieren ('best practice'), die dem Schiedsrichter das Leben beim Einsatz des e-Scoresheets einfacher machen.

# Abgrenzung

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Es geht heute nicht darum,  
die Schiedsrichter am e-Scoresheet auszubilden und zu trainieren.

# e-Scoresheet – der Weg ins Ziel

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- Information zur Einführung des e-Scoresheets in der NLB (ZK 2018)
- Auftragserteilung für die Ausbildung und das Training e-Scoresheet an alle Schiedsrichter des nationalen Kaders (E-Mail; erste Hälfte September)
- Ausbildung und Training individuell durch alle Schiedsrichter des nationalen Kaders
  - ☞ Ausbildung: E-Learning Modul
  - ☞ Training: Matchblatt-Diktat bzw. Einsatz bei Trainingsspiel
- Melden Abschluss Ausbildung (E-Mail)
- Das Ziel muss vor Beginn der Meisterschaft erreicht werden!

# e-Scoresheet – Rahmenbedingungen

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- Englisch (ursprünglich nur ...)
- Windows (≠ Apple/Mac)



# e-Scoresheet – Instrumente und Hilfsmittel

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- E-Learning Modul von Swiss Volley

 <http://swissvolley-escoresheet.prod2.lernetz.ch/>

# e-Scoresheet – Instrumente und Hilfsmittel



eScoresheet Module

Welcome to the eScoresheet e-Learning module



< Zurück Weiter >

# e-Scoresheet – Instrumente und Hilfsmittel

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- E-Learning Modul von Swiss Volley
  - ☞ <http://swissvolley-escoresheet.prod2.lernetz.ch/>
- Swiss Volley Homepage
  - ☞ DataProjekt e-Scoresheet Manual
  - ☞ e-Scoresheet Checkliste (Swiss Volley)
  - ☞ Listen e-Scorer der Mannschaften

# e-Scoresheet – Instrumente und Hilfsmittel



ALLE LOGINS KONTAKT DE FR

VOLLEYBALL

BEACHVOLLEYBALL

SWISS VOLLEY

- VERBAND >
- SERVICES >
- Vereinsuche
- Shop >
- Suchen/Finden
- Anzeigenmarkt >
- Downloads >
- Trainer >
- Nachwuchs >
- Volleyball >
- eScoresheet
- Topscorer
- Ehrungen
- Lizenzen
- Clublizenzierung NLA
- Transfers
- Speaker
- Nationalteams
- Beachvolley
- Dopingbekämpfung
- Reglemente
- Archiv Swiss Volley Magazine
- VolleyLetter
- Swiss Volley App
- NACHWUCHS >
- TRAINER\*INNEN >
- SCHIEDSRICHTER/LINIENRICHTER >



## eScoresheet

### eScoresheet

[DataProject eScoresheet Manual](#)

[eScoresheet Checkliste](#)

### eScorer

[Frauenteams](#)

[Männerteams](#)

# e-Scoresheet – Instrumente und Hilfsmittel

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  - ☞ e-Scoresheet Checkliste (Swiss Volley)
  - ☞ Liste e-Scorer der Mannschaften
- DataProject Homepage
  - ☞ e-Scoresheet Programm
  - ☞ DataProjekt Web Competition Manager

# e-Scoresheet – Instrumente und Hilfsmittel

## Swiss Volley - 2017/2018



Data Project Services for Swiss Volley 2017/2018

### DOWNLOAD AREA



Special version for managing online competitions of Leagues and Federations  
FULL INSTALLATION  
Download the file into a temporary folder then launch it and follow the Set-Up instructions

[Download](#)



To make scoring service using Data Volley Professional (Release 3.8.5 or Higher) see the following guide

[Guide](#)

[Plugin](#)



You can use Data Volley 4 for manage online matches enabling the plugin 'Manage Match Online' in the General Options

[Guide](#)



Special version for managing online competitions of Leagues and Federations.

Allow to perform the statistics only for official matches expected in the schedule; allow to print the Match Report, send data in real time for visualization on the external web site of the National Federation or League

ONLY FOR WINDOWS OS

[Download](#)



You can also use the standalone version of Click&Scout for manage online matches enabling the plugin 'Manage Match Online' in the General Options panel  
ONLY FOR WINDOWS OS

[Guide](#)



FULL INSTALLATION  
Download the file into a temporary folder then launch it and follow the Set-Up instructions

[Tablet App Guidelines](#)

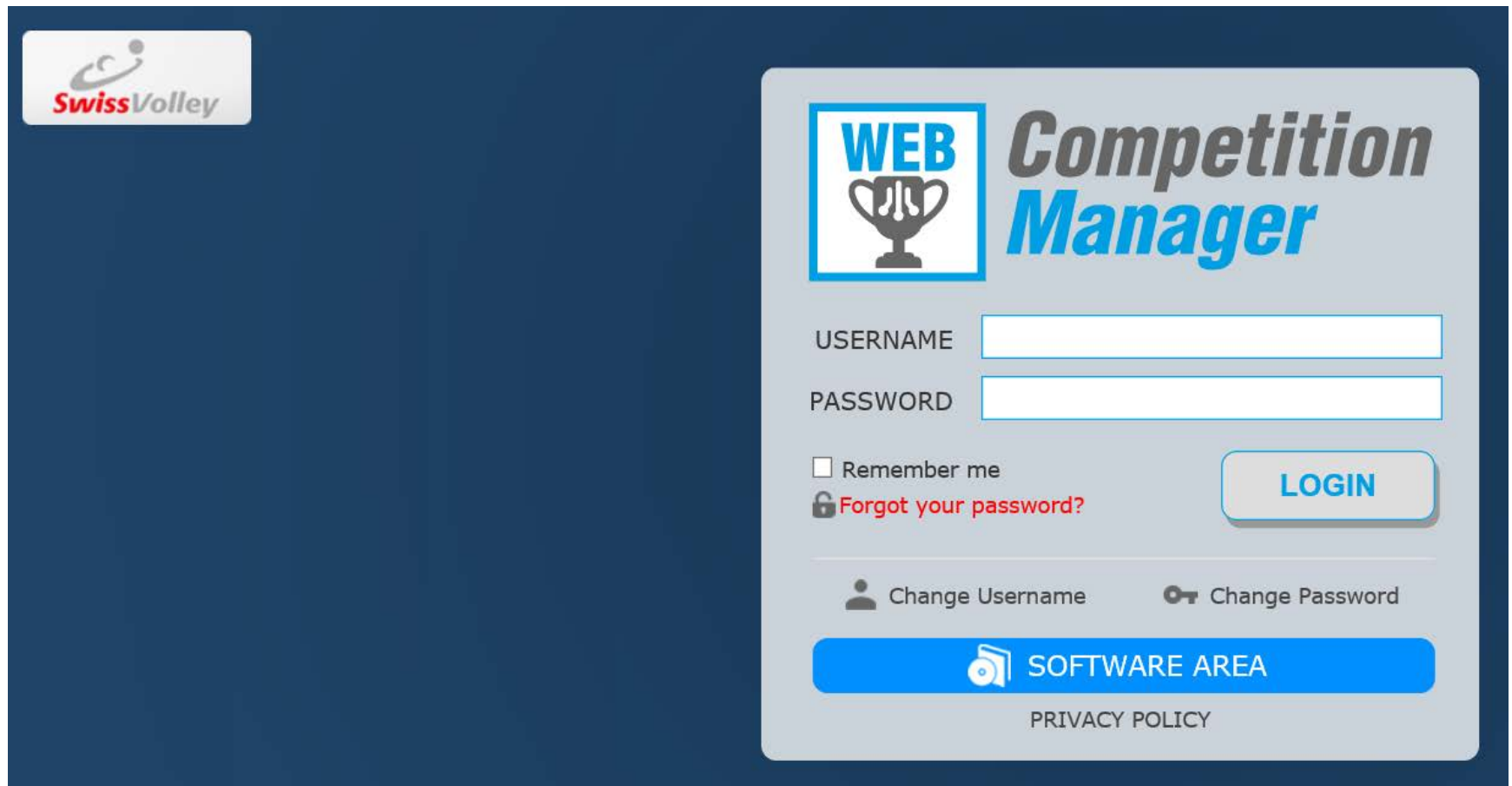


[Windows](#)


[Download](#)

## WCM - HOMEPAGE

# e-Scoresheet – Instrumente und Hilfsmittel



The image shows a login interface for the Swiss Volley Competition Manager. In the top left corner, there is a logo for Swiss Volley. The main content area is a light gray box with a blue border. At the top of this box is a logo featuring a trophy and the text 'WEB Competition Manager'. Below the logo are two input fields for 'USERNAME' and 'PASSWORD'. There is a 'Remember me' checkbox and a 'Forgot your password?' link. A blue 'LOGIN' button is positioned to the right of the password field. Below the login fields are two links: 'Change Username' and 'Change Password'. At the bottom of the box is a blue button labeled 'SOFTWARE AREA' with a camera icon, and a link for 'PRIVACY POLICY'.


 SwissVolley

**WEB** *Competition Manager*



USERNAME


PASSWORD

Remember me

 [Forgot your password?](#)

**LOGIN**

 [Change Username](#)     [Change Password](#)

 **SOFTWARE AREA**

[PRIVACY POLICY](#)


# e-Scoresheet – Instrumente und Hilfsmittel

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- DataProject Homepage
  - ☞ e-Scoresheet Programm
  - ☞ DataProjekt Web Competition Manager
- SSK
  - ☞ e-Scoresheet Diktat



# e-Scoresheet – Instrumente und Hilfsmittel



## Test-Match eScoresheet

**Preparation of the Game**

Match Info	<ul style="list-style-type: none"> <li>Adapt the Scheduled time (make sure to set a realistic start time; e.g. your real start time)</li> <li>Fill in Country, City and Hall</li> <li>Fill in the City/Region and Nationality of the Referees (you are not able to change the names of the Referees)</li> <li>Fill in Names, City/Region and Nationality of the Scorer and the Assistant Scorer (you are the scorer)</li> <li>Fill in the Names of the Line Judges (if only two LJ: use LJ #1 and LJ #3)</li> </ul>
Players Roster	<ul style="list-style-type: none"> <li>Team TEST A:                             <ul style="list-style-type: none"> <li>12 Players (#1, #2, #3, #4, #6, #7, #8, #9, #10, #11, #12, #13)</li> <li>Captain: #1</li> <li>Liberos: #12 L1, #13 L2</li> <li>All Players are LFP</li> <li>Head Coach, 2 Assistant Coaches, 1 Physiotherapist, 1 Medical Doctor</li> </ul> </li> <li>Team TEST B:                             <ul style="list-style-type: none"> <li>12 Players (#1, #2, #3, #4, #5, #6, #7, #8, #9, #10, #11, #12)</li> <li>Captain: #12</li> <li>Libero: #1 L1</li> <li>All Players are LFP</li> <li>Head Coach, 1 Assistant Coach, 1 Physiotherapist</li> </ul> </li> </ul>
Roster Validation	<ul style="list-style-type: none"> <li>Coach home Team TEST A validate and 'signs' the roster (enter his password)</li> <li>Coach away Team TEST B validate and 'signs' the roster (enter his password)</li> </ul>
Options	<ul style="list-style-type: none"> <li>Federation Rules: Set the 'Duration of the break between 2<sup>nd</sup> and 3<sup>rd</sup> set' to 3 minutes</li> <li>Timeout: Tick the box 'Enable Media Time-Out' (Media Time-Out: Technical Time-Out)</li> <li>Make sure to set this two options before the start the game</li> </ul>
Coin Toss	<ul style="list-style-type: none"> <li>Team TEST B will start on the left hand side (Team A: Team TEST B; Team B: Team TEST A)</li> <li>Team TEST A will serve first</li> </ul>
Additional Information	<ul style="list-style-type: none"> <li>Composition Team TEST A:                             <ul style="list-style-type: none"> <li>Setters: #1, #8</li> <li>Middle Blockers: #3, #6, #10</li> <li>Outside Hitters: #2, #7, #9</li> <li>Opposite: #4, #11</li> <li>Liberos: #12, #13</li> </ul> </li> <li>Composition Team TEST B:                             <ul style="list-style-type: none"> <li>Setters: #6, #12</li> <li>Middle Blockers: #4, #7, #8</li> <li>Outside Hitters: #2, #5, #10, #11</li> <li>Opposite: #3, #9</li> <li>Libero: #1</li> </ul> </li> </ul>

### Test-Match eScoresheet

1<sup>st</sup> Set

Step	Activity A (Team TEST B)	Activity B (Team TEST A)	Remarks / Referees / Scorer	Score after the activity
100	Line-up: Pos 1: #7, Pos 2: #12, Pos 3: #11, Pos 4: #8, Pos 5: #9, Pos 6: #10	Line-up: Pos 1: #1, Pos 2: #2, Pos 3: #3, Pos 4: #4, Pos 5: #7, Pos 6: #6		0-0
101	Libero #1 IN, #7 OUT			0-0
102		Libero #13 IN, #6 OUT		0-0
103			Set starting time: hh:mm	0-0
104	Wins the rally			1-0
105	Wins the rally			2-0
106		Wins the rally		2-1
107	Wins the rally			3-1
108		Wins the rally		3-2
109		#6 IN, Libero #13 OUT		3-2
110		Wins the rally		3-3
111		Wins the rally		3-4
112	Wins the rally			4-4
113	#7 IN, Libero #1 OUT			4-4
114		Libero #13 IN, #3 OUT		4-4
115	Wins the rally			5-4
116	Wins the rally			6-4
117	Wins the rally			7-4
118		Request for Time-Out		7-4
119	Wins the rally			8-4
120			Technical Time-Out	8-4
121	Wins the rally			9-4
122		Request for Substitution: #8 IN, #1 OUT		9-4
123		#8 becomes game captain		9-4
124		Wins the rally		9-5
125	Libero #1 IN, #8 OUT			9-5
126		Wins the rally		9-6
127	Wins the rally			10-6
128		Wins the rally		10-7
129	Wins the rally			11-7
130	Wins the rally			12-7
131		Request for Time-Out		12-7
132	Wins the rally			13-7
133		Libero #12 IN, Libero #13 OUT		13-7
134		Wins the rally		13-8
135		#3 IN, Libero #12 OUT		13-8
136	Wins the rally			14-8
137	#8 IN, Libero #1 OUT			14-8
138		Libero #12 IN, #6 OUT		14-8
139	Wins the rally			15-8
140		Wins the rally		15-9
141	Libero #1 IN, #7 OUT			15-9
142	Wins the rally			16-9
143			Technical Time-Out	16-9
144	Wins the rally			17-9
145	Wins the rally			18-9
146		Wins the rally		18-10
147	Wins the rally			19-10
148	Wins the rally			20-10
149		Request for Time-Out		20-10

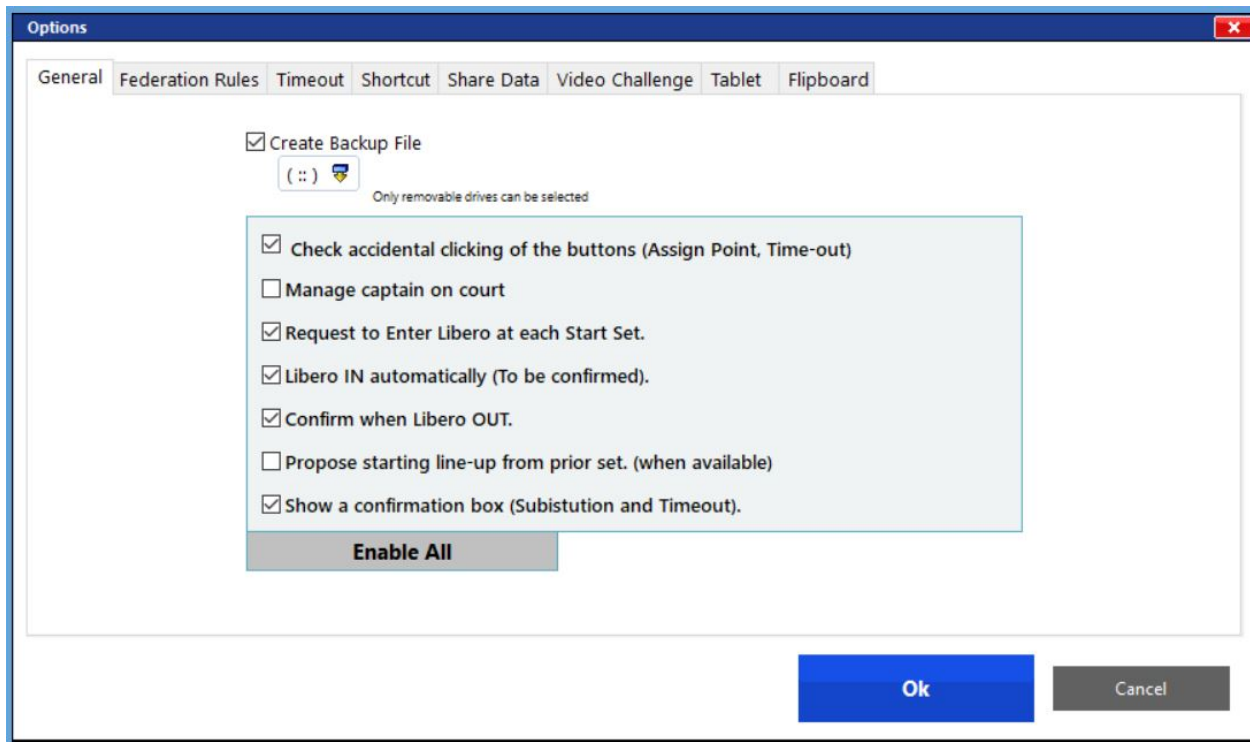
# e-Scoresheet – 'best practice'

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- Zeitverhältnisse vor Spielbeginn berücksichtigen
  - ☞ früher in der Halle / auf dem Spielfeld (v.a. zu Beginn der Meisterschaft)
  - ☞ 'Unterschriften' durch Coaches vor der Auslosung
  - ☞ Mannschaften/Coaches haben oft wenig/keine Erfahrung
- Maus vs. Touchpad
- Spielerwechsel: 'drag & drop'
- USB Schnittstellen (genügend!)
  - ☞ USB-Stick
  - ☞ Maus
  - ☞ Drucker (optional)
  - ☞ Lite-Score (optional)

# e-Scoresheet – 'best practice'

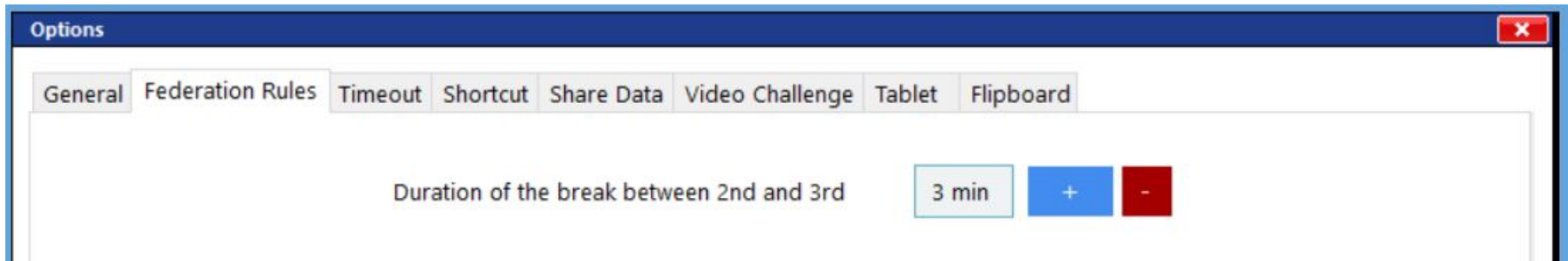
- Einstellungen bei 'Optionen'
  - ☞ Captain on Court
  - ☞ Libero
  - ☞ Starting line-up



# e-Scoresheet – 'best practice'

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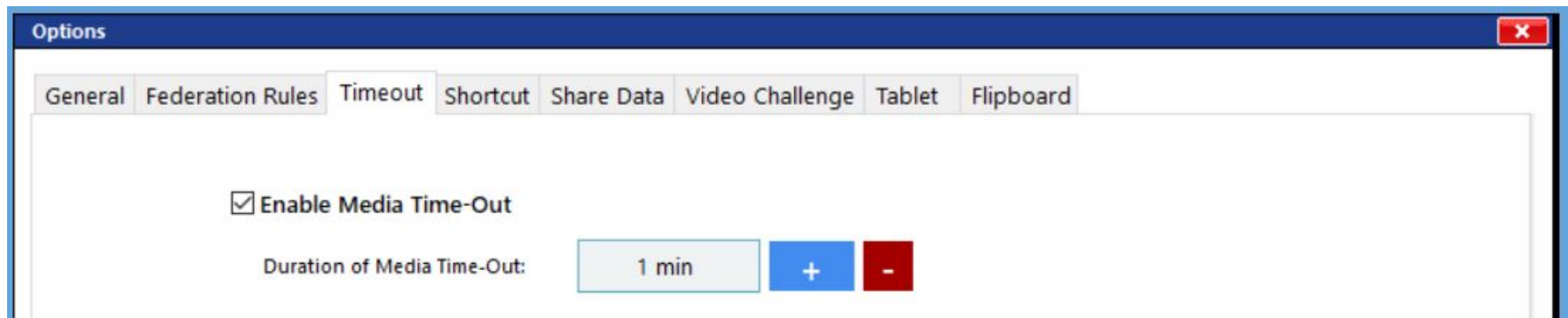
- Einstellungen bei 'Optionen'
  - ☞ Captain on Court
  - ☞ Libero
  - ☞ Starting line-up
  - ☞ Pause zwischen 2. und 3. Satz



# e-Scoresheet – 'best practice'

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- Einstellungen bei 'Optionen'
  - ☞ Captain on Court
  - ☞ Libero
  - ☞ Starting line-up
  - ☞ Pause zwischen 2. und 3. Satz
  - ☞ Technical Time-Out (Media Time-Out)



# e-Scoresheet – 'best practice'

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- History (Funktion muss angewendet werden können)
- Set Preview (Visualisierung Matchblatt aktuell)
- ...

# Fragen/Diskussion – und Ergänzungen

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Nous remercions nos partenaires et nos sponsors



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