

ESPOO LIIKKUU TOURNAMENT 2023

Manual for **PRACTICING** the live score table

Phone numbers for the Score Office (tulospalvelu) are listed in here in the Official LiveScore manual.

ELT live score table is done digitally in TorneoPal Live Score, with an iPad that is provided by the tournament (own laptops and mobile devices can be used in necessary). When practicing you can use any device mentioned above.

Go to the website

<https://extranet.torneopal.fi>.

Nimi/name Live Koulutus

Salasana/Password 20live23

Use only this login for practicing!

Choosing the tournament

When practicing, open **Live Koulutus** from the list.

When logging in during the tournament with the tournament login, it will automatically redirect you to the tournament page where the games are listed.

Choosing the match

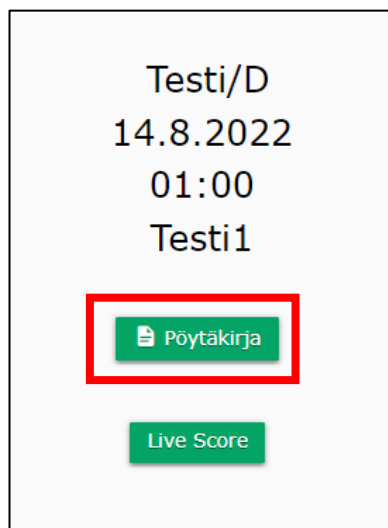
A list of available games will open. Choose your game by clicking the match number on the right.

Testi

01:00

Nro	Pv	Pvm	Klo	Loppuu	Kenttä	Koti	Vieras	Tulos	M
1	Su	14.8.	01:00	2:00	Testi2	Pussipojat	Korikkallet	-	
33	Su	14.8.	01:00	2:00	Testi1	Virheveikot	Tekniikkataunot	-	
34	Su	14.8.	01:00	2:00	Testi1	Virheveikot	Tekniikkataunot	-	
35	Su	14.8.	01:00	2:00	Testi1	Virheveikot	Tekniikkataunot	-	
36	Su	14.8.	01:00	2:00	Testi1	Virheveikot	Tekniikkataunot	-	

The match can also be chosen by the court or age group and level. During the tournament, searching via court is the easiest option. This is done by clicking **Kentät** and choosing your court from the list.



Starting the live score table

The score table has the team rosters already listed. Click **Pöytäkirja** to see the rosters.

Checking the rosters

Check from the coaches/teamleaders is the roster up to date. If a player is missing, you can add it. See instructions below.

Each player must be checkmarked for the game. If a player from the roster is not playing, leave them without a checkmark.

Adding a player to the roster

When the tournament has started the teams cannot add players with their logins, it must be done through Score Office (tulospalvelu). To a single score sheet players can be added manually on site. Added players are marked red.

The Score Office (tulospalvelu) needs to be informed about every player that has been added to a score table, so that the player can be added to the team roster and their statistics will be marked correctly in the future games. Ask the team leader to inform the Score Office (tulospalvelu) via the text number.

After finishing the needed chances, click **Tallenna**.

Lis	Nro	Nimi	KP
-	1	Qweqwe	<input checked="" type="checkbox"/>
-	2	Asdasd	<input checked="" type="checkbox"/>
-	3	Zxczxc	<input checked="" type="checkbox"/>
-	4	Tyutyu	<input checked="" type="checkbox"/>
-	5	Ghghgj	<input checked="" type="checkbox"/>
-	6	Bmbbmm	<input checked="" type="checkbox"/>
		Alli Huuppi	<input checked="" type="checkbox"/>

Starting the live score

Start the live score by clicking **Live score**.



Add your name and phone number to **Otteluseurannan pitäjän nimi ja puhelinnumero**. This way the TULOSPALVELU has a way of contacting you during the game or after it if something regarding the score table needs to be figured out.

Referees for the match are seen on the starting page. Make sure that those referees are present. Change the referees if needed because the referees are payed with the information from the sore table. Check the **Tarkistettu** box on both referees to start the live score.

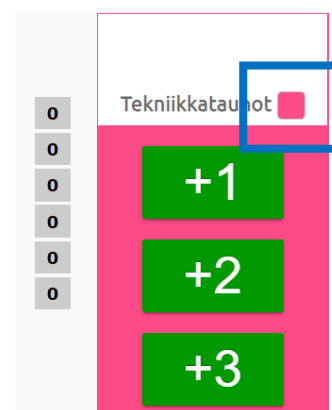
Tyhjennä testiottelu is not visible in tournament matches. When clicking it, all data will be erased from the score table and you can start the practice all over again.

 A screenshot of a web form for setting up a tournament match.
 - Annotation 1: A red box highlights the input field containing 'Pentti Penkkipelaaaja 0401234567'.
 - Annotation 2: A red box highlights the 'Ottelun tuomarit' section, which contains two dropdown menus with names 'Saukko Jani' and 'Ylitalo Tuukka', and checkboxes labeled 'Tarkistettu'.
 - Annotation 3: A red box highlights the 'Tarkistettu' checkboxes.
 - Annotation 4: A red box highlights the 'Aloita otteluseuranta' button.
 - Below the form, there is a warning: 'Huom! Aloitettuaasi otteluseurannan kokoonpanoja ei voi enää muuttaa. Varmista, että kokoonpanot ovat molemmilla joukkueilla kunnossa, ennen napin painamista.'

Live Score

All live score functions are done on one page.
Picture of the whole page on page 5.

You can change the jersey colors for the teams clicking the box next to the team name.





Points

Points are marked for the scoring team by clicking the right amount of points below the team name.

From the opening window you can choose the player that scored



Fouls

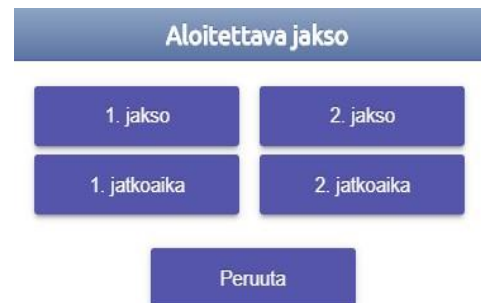
A foul is marked below the team name by clicking **Henkilökohtainen virhe** (personal foul), **Tekninen virhe** (technical foul), **Epäurheilijamainen virhe** (unsportsman-like foul), **Erottamiseen johtava virhe** (disqualifying foul) and choosing the player that committed the foul after.

Time outs

Time out is marked by clicking **Aikalisä** below the fouls, the button will turn red once the time out for the half of the game has been used.

Changing the game half

When a half of the game has ended, click **Vaihda jakso**. From the pop up screen you can choose the next half or overtime.



Following the live score

In the live score you can see

- The score
- Half / overtime that is being played
- Team fouls as yellow dots and when the halves' team fouls are full, they are in red. (free throws are shot after 7 team fouls)
- Personal fouls after the players name (in red if full)

The screenshot displays a live score interface with the following elements:

- Scoreboard:** Home team (left) has 7 points, away team (right) has 13 points. The game is in the 1st quarter (Neljännes).
- Kotivirheet (Home Team Fouls):**
 - Player 1 (Qweqwe): 1
 - Player 2 (Asdasd): 0
 - Player 3 (Zxczxc): 0
 - Player 4 (Tyutyu): 0
 - Player 5 (Ghjghj): 5 (highlighted in red)
 - Player 6 (Bnmbnm): 2
 - Alli Huuppi: 0
- Vierasvirheet (Away Team Fouls):**
 - Player 1 (Qweqwe): 1
 - Player 2 (Asdasd): 1
 - Player 3 (Zxczxc): 0
 - Player 4 (Yuiyui): 0
 - Player 5 (Ghjghj): 0
 - Player 6 (Bnmbnm): 0
- Joukkuevirheet (Team Fouls):** Home team has 8 (highlighted in red), away team has 2.
- Virheveikot (Foul Points):** Home team has +1, +2, +3.
- Tekniikkataunot (Technical Fouls):** Away team has +1, +2, +3.
- Notification:** A yellow banner at the bottom reads "Pelaajan henkilökohtaiset virheet täynnä!" (Player's personal fouls are full!).

When personal fouls are full, you get a notification of it on your screen.

Editing an action

If you make a mistake when marking an action. You can change it by clicking the action in Ottelutapahtumat list.

Ottelutapahtumat				
00:00	Pussipojat	27-24	Kori (3)	5 Donner
00:00	Korikallet	24-24	Kori (3)	6 Huovinen
00:00	Pussipojat	24-21	Kori (3)	1 Anderrsson
00:00	Pussipojat	21-21	Kori (3)	11 Koivu
00:00	Korikallet	18-21	Kori (2)	7 Järvinen
00:00	Korikallet		Virhe (0)	3 Kalala

this

Jakso: 2
 Aika: 00:00
 Tilanne: 27 - 24
 Joukkue: Pussipojat
 Tapahtuma: Maali
 Pelaaja: 11 Koivu
 Selite: 3

Tallenna Peruuta Poista

Example

Change the player who fouled by clicking open the menu next to **Pelaaja** and choose the correct player. Click **Tallenna** after. You can also delete an action in window by clicking **Poista**.

Ending the game

When the game has ended, click **Päätä** otteluseuranta from the top of the page.

This will open a pop up window because the score will be marked in the game schedules and league standings.

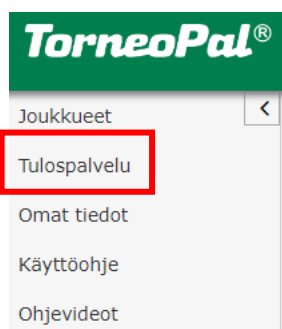
Viesti osoitteesta extranet.torneopal.fi

Tämä päättää ottelun ja kirjaa lopputuloksen. Haluatko lopettaa ottelun?



Overview of the game

After finishing the match, you will see an overview of the whole game.



By clicking **Tulospalvelu** on the left, you will be taken to the game list to choose the next game.

Problems

If the system is down, you will get a notification on the screen. You can continue adding game actions. They will be automatically added after the system is back up again.

Kotivirheet

1	0
2	0

Yhteys palvelimeen on poikki.
 Voit jatkaa tapahtumien kirjaamista. Tapahtumia yritetään
 automaattisesti lähettää uudestaan.
 Tämä teksti häviää, kun kaikki tapahtumat on lähetetty.

Päätä ottelu

Vierasvirheet

1	0
2	0

Ottelutapahtumat
(2 tapahtumaa lähettämättä)

00:00	Korikallet		Aikalisä	
00:00	Korikallet	2-0	Kori (2)	7 Järvinen
			1 erä	