eSCO Electornic record/ Sähköinen pöytäkirja in English

Quick Help

● ● ●

esco.basket.fi

Practice

- You can log in to the website using the code ESCOBASKET and practice by selecting "a test game".
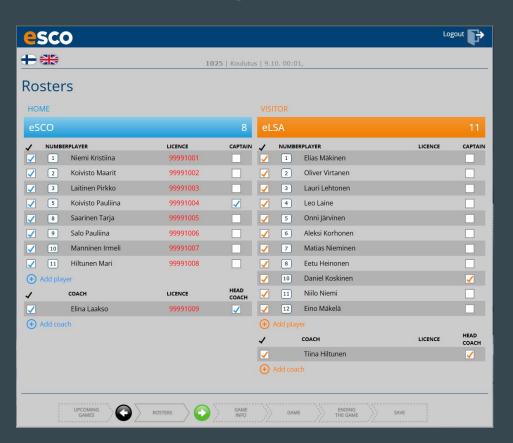
eSCO - Team view

- Each team has its own team code for logging in
- The team code is sent to the team's contact person at the beginning of the season
- The team's player roster is maintained
- The match records for the team are kept
- The records are saved in eSCO
- Press "Upcoming Games" to view your team's upcoming games, and you can start the match record by selecting "Start Match"
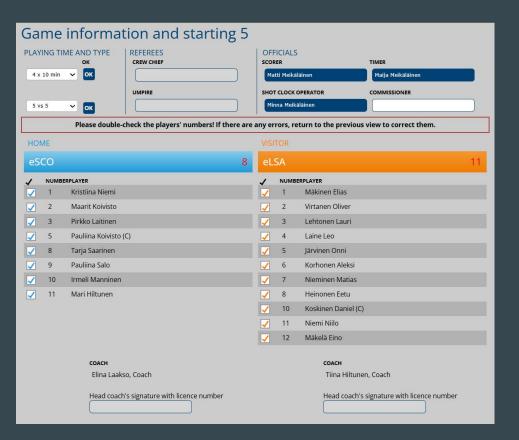
1. Game lineups

Check with both head coaches:

- Check the names of the players who are in the match.
- Verify the players' jersey numbers.
- Mark the captain.
- Check the names of the coaches who are in the match.
- Mark the head coach.
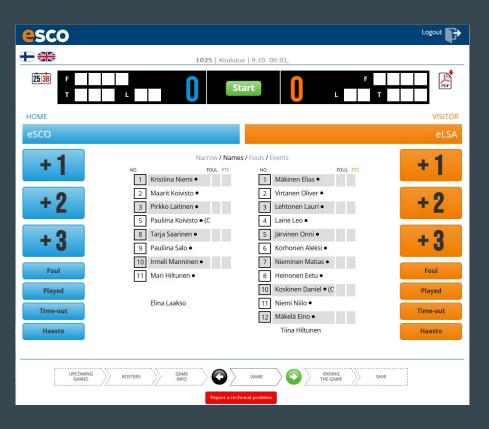
Then move on with the green arrow.

2. Game details

Game information and starting 5

PLAYING TIME AND TYPE
OK
[4 x 10 min ▾] [OK]

[5 vs 5 ▾] [OK]

REFEREES
CREW CHIEF
[   ]

UMPIRE
[   ]

OFFICIALS
SCORER
[Matti Meikäläinen]

SHOT CLOCK OPERATOR
[Minna Meikäläinen]

TIMER
[Maija Meikäläinen]

COMMISSIONER
[   ]

Please double-check the players' numbers! If there are any errors, return to the previous view to correct them.

HOME

eSCO   8

✔	NUMBER	PLAYER
✔	1	Kristiina Niemi
✔	2	Maarit Koivisto
✔	3	Pirkko Laitinen
✔	5	Pauliina Koivisto (C)
✔	8	Tarja Saarinen
✔	9	Pauliina Salo
✔	10	Irmeli Manninen
✔	11	Mari Hiltunen

VISITOR

eLSA   11

✔	NUMBER	PLAYER
✔	1	Mäkinen Elias
✔	2	Virtanen Oliver
✔	3	Lehtonen Lauri
✔	4	Laine Leo
✔	5	Järvinen Onni
✔	6	Korhonen Aleksi
✔	7	Nieminen Matias
✔	8	Heinonen Eetu
✔	10	Koskinen Daniel (C)
✔	11	Niemi Niilo
✔	12	Mäkelä Eino

COACH
Elina Laakso, Coach

Head coach's signature with licence number
[   ]

COACH
Tiina Hiltunen, Coach

Head coach's signature with licence number
[   ]

- Check the match details and referees.
- Record the names of the officials.
- Select the starting lineups for the teams.
- The coach confirms the starting lineup with their license number.

Then move on with the green arrow.

3. Game and record keeping

- Press "Start" and select the period when the game starts
- Record all game events in the match record: points, fouls, timeouts, players on the court, quarters, and overtime periods

3.1 Points

First, select the score, then choose the player who scored the points.

Home team | eSCO

| 1 Kristiina Niemi | 2 Maarit Koivisto | 3 Pirkko Laitinen | 5 Pauliina Koivisto |
| 8 Tarja Saarinen | 9 Pauliina Salo | 10 Irmeli Manninen | 11 Mari Hiltunen |

Cancel

3.2 Fouls

- Click the "Foul" button for the team that committed the foul.
- Select the team member who committed the foul; either the player's name or the coach.
- Once the player's name or coach is selected, a view will open where you can choose the type of foul that has been called; select the foul designation.
- Finally, mark how many free throws will follow the foul (0-3 free throws).
- The system will notify about disqualifications according to the rules.
- Fouls are recorded as team fouls normally at the top.

Foul

Fouls

⚠️

Disqualification
Team & player
eSCO / 3 Pirkko Laitinen •

reason of disqualification
Technical / unsportsman like fouls

Continue

Fouls are recorded as team fouls normally at the top.

The system will notify about disqualifications according to the rules.

Home team | eSCO

FOULER

| 1 Kristiina Niemi | 2 Maarit Koivisto | 3 Pirkko Laitinen | 5 Pauliina Koivisto |
| 8 Tarja Saarinen | 9 Pauliina Salo | 10 Irmeli Manninen | 11 Mari Hiltunen |

Coach

TYPE OF THE FOUL

| P Personal foul | T Technical foul | U Unsportsmanlike foul | D Disqualifying foul |

+ rare ones

PENALTY

free throws   0   1   2   3   C

Cancel

3.3 Timeouts

- Select a timeout for the team. Also, choose the minute at which the timeout will be used.
- The used timeout is recorded in the corresponding box by marking the minute at which the timeout is taken. For example, if there are 2:20 left in the game (in the 10-minute quarter), you would mark 8 in the timeout box. If there are 0:05 left on the scoreboard, you would mark 10 in the record. A simple rule of thumb is to subtract the minutes shown on the scoreboard from 10 minutes and enter the result in the box, as illustrated in the previous examples: 10 - 2 = 8 and 10 - 0 = 10.
- Timeouts are also automatically recorded at the top of the view.

Time-out | eSCO

THE MINUTE OF THE TIME-OUT

1 min	2 min	3 min
4 min	5 min	6 min
7 min	8 min	9 min
10 min		

Cancel

T 5

3.4 Players on the court/Substitutions

When a player comes onto the court, mark them as being on the court:

Played

Home team | eSCO
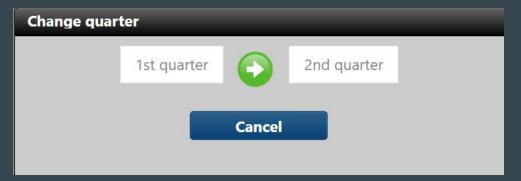
1 Kristiina Niemi	**2** Maarit Koivisto	**3** Pirkko Laitinen	**5** Pauliina Koivisto
8 Tarja Saarinen	**9** Pauliina Salo	**10** Irmeli Manninen	**11** Mari Hiltunen

OK

3.5 Quarter substitution and overtime periods

- From the green background, you'll find the current period (I, II, III, IV, 1 OVERTIME). By clicking the Roman numeral, you can switch quarters; confirm with the green arrow.
- If necessary, proceed in the same manner after the fourth quarter to overtime.
- Don't forget to switch the period!

3.6 Correcting a record entry

- Above the team lineups, you will find options in the view:

1) **Narrow** (lineup without names)

2) **Names** (lineup with names)

3) **Fouls** (player-specific fouls)

4) **Events** (changing events)

=> Click on the **Events** section to navigate to the so-called events log.

- Events recorded in the match record can be modified and corrected in the Events log. Activate the event you wish to correct by clicking on the row of that event.
- If the event is recorded for the correct team, you can edit it. If the event is assigned to the wrong team, delete it and create a new event, for example, by adding the points to the correct team in the usual way.
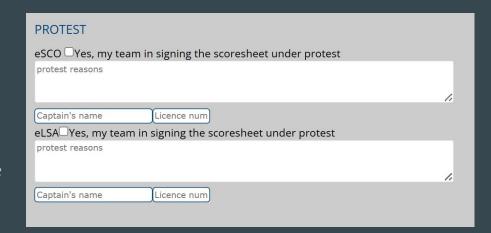
4. Ending the game

- Once you're sure the final entries for the match have been made, you can end the match by clicking the arrow at the bottom of the page and confirming by selecting "Yes."
- If the match features a different referee than the one originally listed, you can correct their name in the record at this stage.
- The system will display which team won and ask for the referee's confirmation. The head referee confirms the record by entering their license number after the match has ended.
- At the same time, the spectator count is also added to the record.
- Once the final referee entries and any protest notes have been made and verified, and no further entries are needed, press **Save** at the bottom of the page.
- The system will notify you that the match record has been successfully saved.

5. Reservation of protest

If either team informs the referee during or after the match that they wish to file a protest regarding a specific event in the game, the protest reservation is made in eSCO as follows:

- The team filing the protest checks the box **x-team, yes my team is filing a protest.**
- A brief description of the issue regarding the protest and the time of the event is written in the empty box.
- The captain confirms the protest reservation by writing their name and license number.

PROTEST

eSCO ☐ Yes, my team in signing the scoresheet under protest

protest reasons

| Captain's name | Licence num |

eLSA ☐ Yes, my team in signing the scoresheet under protest

protest reasons

| Captain's name | Licence num |

6. Error states

- Case A: If the internet connection is lost during the game, continue keeping the record as usual. Events will be saved in the application and will be recorded in the match record once the connection is restored. **Do not press the browser's refresh button at any time!**

- Case B: If the device used for keeping the match record shuts down, freezes, or otherwise malfunctions:
➔ Ask the referees to pause the game temporarily.
   ➔ You can continue keeping the record on another device or with a paper record:
   ○ Log in on another device to eSCO using the same code as before.
   ○ Select the "Ongoing Matches" tab from the top menu.
   ○ Choose the correct match that is still in progress.
   ○ Click on "Match is open on another device" at the end of the match information row.
   ○ The system will ask, "Do you want to transfer the match tracking to this device?"
   ○ Click "Yes."
   ○ You can continue keeping the match record on this other device.
   ○ Inform the referee that the game can continue.

The best way to practice keeping the match record is by training during a test match at the edge of the court! After a few test matches, you'll surely do well! Remember that you can always ask for help from other officials or request a short timeout from the referee during the game! Good luck!