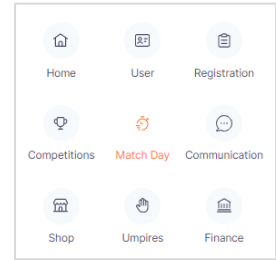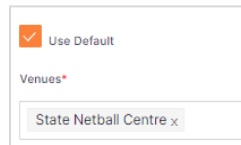When setting up your competition for live scoring there are a settings you need to consider and enable.

To begin setup, select the *Match Day* module and click on the competition of interest > hover over *Settings* > select *Settings*. Regardless of your selections, the standard statistics always captured are goals for and goals against a team, and player attendance.
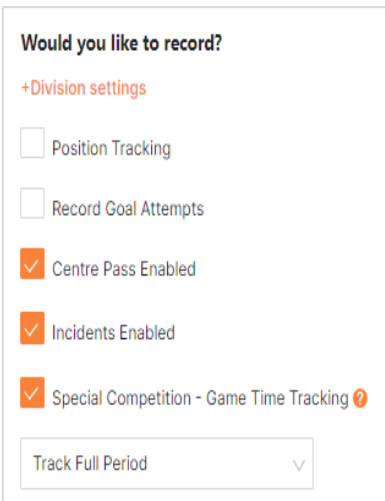
STATISTICS

Ensure your *venue* is selected.

PLEASE NOTE:
You will need to consider and select settings for each competition that is live scoring.

Determine the statistics you would like to record (if any). You have the option to track different statistics for different divisions, click **+Division settings** .

Position Tracking: When completing player attendance, players can be assigned to their starting positions for a game. As the game progresses, the scorer/manager can assign the player to different positions. Positions can be swapped during the period.

Record Goal Attempts: Goal attempts can only be recorded if position tracking is turned on, as the goal attempts are credited to the players in GA and GS positions. When allocating a score to a team, the scorer will add the goal to GA or GS, based on the player who shot the goal. When a goal is missed, the scorer will add the miss to either the GA or GS. This scoring data will then be available for admins, coaches, and managers, or the wider public if you have enabled such setting (see more on page 3).

Centre Pass Enabled: At the beginning of the game, the scorer will determine which team won the centre pass. This will be displayed by the hand icon and will automatically change as a goal is scored.

Incidents Enabled: Scorers and managers can record incidents that have occurred during the game. These filter to the the *Incidents* tab in you competitions *Match Day* module. Incidents available are *requiring first aid*, *requiring an ambulance* or *disciplinary*.

Special Competition – Game Time Tracking: this is only selected if a player is counted as playing if they have played a full period or were playing at the end of the period. You can then choose which tracking method will be utilised.

UMPIRES

Determine whether you will use the Umpire module in Netball Connect for this competition.

If you would like to allocate umpires to matches via the Umpires module, select *Integrated Umpires Module*. This will allow you to allocate umpires to matches through the module. Umpires will then receive their appointments via the Netball Connect app, where they can accept or decline their allocations.

If you are not planning on allocating umpires via the module, selected either of *None* or *At the Courts*. By selecting *At the Courts*, umpires who have either registered for the role, or have been assigned the umpires role can be allocated to the match by either of the scorer or manager.

Then allocate how many umpires will be assigned to each match. You can also opt to assign umpires coaches and reserves to matches.

ATTENDANCE RECORDING AND REPORTING

Determine how scorers and managers will complete attendance recording, and how long before a game begins that a scorer or manager can complete attendances.

Record: There are 3 recording options

Own: managers complete player attendance for their own teams.

Both: the home team manager/scorer will complete the attendance for both teams.

Opposition: managers complete attendance for the opposition team.

Reporting: will the player attendance report read in periods played (i.e, player has played 12 periods this year, rather than 3 games), games played, or minutes played. The option that you choose should reflect your finals qualification by-laws.

PLAYER BORROWING

In-line with your by-laws, select what your borrowing rules are. Note that players will be able to be borrowed more than the number that you have set. However, you will be able to run reports on borrowed players in your Match Day module to determine which players have exceeded the amount.

Allow Players to be borrowed from any Competition and any Organisation: players can be borrowed Victoria wide, so long as the player in question has been 'pushed' from the Competitions module to the Match Day module at least once.

Allow Players in this Competition only to be borrowed by the Organisation they are registered to: if a player is registered to a club, then they can only be borrowed (played up) into other teams within that club.

Allow players in this Competition to be borrowed by any Organisation in this Competition: any club/organisation competing in this competition can borrow any player registered to the comp.

PLEASE NOTE:
For all of the borrowing rules, all players must be registered to either a full Netball Victoria Membership or valid single game voucher to be borrowed.

DISPLAY STATISTICS

Select whether you would like player statistics visible by Coach and Management roles, or whether statistics can be visible to all via the app and draw web link.

Note that players can opt in/out of being visible for statistics via their user profile. Players under 18 automatically have their statistics hidden.

SCORING

Determine whether your scorers will be assigned by users with the *Manager* role in the Netball Connect app prior to the game, or whether you will utilise *Court to Score*.

Court to score allows you to allocate all matches that will be played on a court to a device owned by the organisation (ie, tablet). This means scorers are not assigned to the match nor do they need to be signed into a device. Rather, they will show up to the court and begin scoring on the device, similar to the processes of paper scoresheets.

TIMER

Timer	
Per Match	⌄ ❓

Select how matches will be timed based on the timing system that you use on game day.
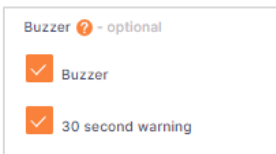
Central: all matches during a time slot will start and end at the same time. You can align this with the central timer at your venue if you have one installed.

Per Match: each match is started manually by the scorer. Each period will then start/conclude based on your competition setup. Match can be paused by the scorer.

Central with Per Match Override: matches will all start at the same time, however match can be paused by the scorer.

Per Match Per Period: matches are started manually by the scorer. Scorer can opt to skip break time between periods and start the period when instructed by the umpire. Matches can be paused at any time, ie for injury time.

BUZZER

Buzzer ❓ - optional
☑ Buzzer
☑ 30 second warning

Determine whether you would like to use the Netball Connect internal buzzer. The buzzer will activate at the start and end of each period. If you have a PA system at your venue, and are using central scoring, you may choose to plug a stand-alone device into the PA system to run the buzzer automatically during game day. To see more on this, click here.

The 30 second warnings will notify players there are 30 seconds to take the court before play starts/resumes. Again, you may opt to run this over your PA.

Once you have completed all steps outlined, select *Save*.

You're now ready to start live scoring! If you have any questions, please reach out via the Netball Connect ticket system.