



CEV E-SCORESHEET TABLET / APP – INSTRUCTIONS FOR TEAMS

ES BENCH & ES REFEREE



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Before the match

1.1. CONNECTING THE TEAMS TABLETS TO THE E-SCORESHEET LAPTOP

1. Once connected, each tablet must stay with the respective coaches/teams, irrespective of the court they occupy for the duration of the match.



1.2. STARTING LINE-UPS

1. The Coaches or nominated Bench personnel member must transmit the starting line up to the e-Scorer via their paired tablets.
2. Line ups for the team must be sent to the e-Scorer at least 12 minutes before the match.
3. The coach presses the LINE UP button and enters the starting line-up by clicking on the players numbers.
4. They will appear in the positions on court starting with position 1, then 2 etc.
5. This is confirmed and transmitted by pressing "SEND".

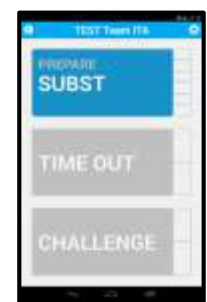


During the match

During the match the tablet will have 3 buttons indicating Substitutions, Timeout and Challenge.

Each of the buttons has a "progress" bar showing the number of requests made for each action.

During a rally the buttons Time Out and Challenge requests will be disabled. Substitution preparations however can still be made on the teams tablets.

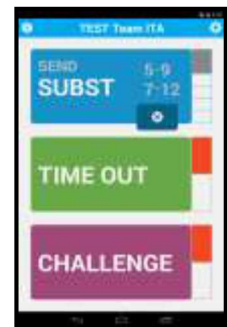
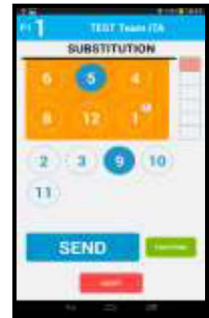


Whilst enabled to prepare substitutions during a rally, a request can only be made when a point has been awarded and the rally ended.

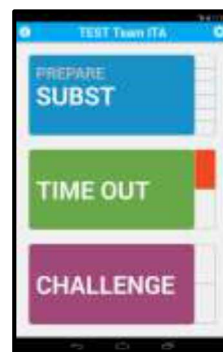
When a point is recorded, the buttons' "START RALLY", "TIME OUT" and "CHALLENGE" will be enabled once more.

1.3. SUBSTITUTIONS

1. The bench personnel press the "PREPARE SUBST" button on their tablet (see above)
2. A window with the current line-up will appear with the players eligible for substitution.
3. Using the tablet coaches request substitutions by clicking on the numbers of the players entering and leaving the court. They are then highlighted.
4. It's possible to enter 2 or 3 or more substitutions at the same time in this window. It is not possible to enter another substitution once sent or one has been postponed.
5. If the players have been previously involved in a substitution the partner player will be automatically highlighted.
6. Once entered, the team can choose to send the substitution to the eScorer (even if the rally is running) or they can postpone the request.
7. The pending substitution will be displayed in the "SUBST" button.
8. The team can also cancel pending substitutions by clicking "X" on the "SUBST" recap button.
9. At the end of the rally, by clicking on the "SUBST" Send button again the bench personnel can press "SEND"
10. The e-Scorer will only accept a substitution request if the players enter the substitution zone and begin the quick substitution process.
11. The e-Scorer upon seeing the players entering the substitution zone will "accept" the app request.
12. The substitute(s) must still enter the substitution zone without delay and with the appropriate paddle(s) raised high showing the player(s) to leave the court.
13. The official "REQUEST" for a substitution is the entrance of the substitute(s) into the substitution zone.
14. The Coach or Game Captain does not need to make a signal or to use the sound device. (Note: in case of a forced substitution due to injury the coach or indeed the game captain may, of course, make the substitution signal to the second referee who will authorise the substitution in this case.)
15. The quick substitution process must not be delayed in any way.
16. The 2nd Referee will only intervene if the players create a delay or the coach does not send the information via the Tablet app – hence creating a delay – which will be signalled by the scorer again by use of a buzzer.

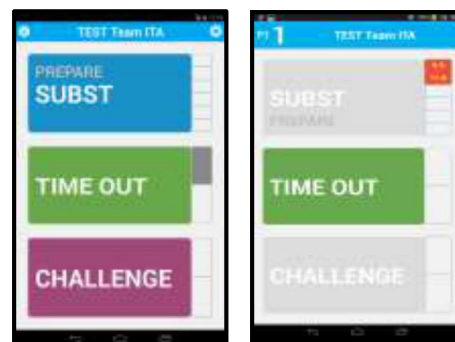


17. Once a player enters the substitution zone with the numbered paddle, and the buzzer/whistle is sounded, a substitution must be completed.
18. In the case of multiple substitutions by the same team, all must be made at the same time.
19. In the case of both teams making a request, the e-Scorer will indicate which team should complete their substitution first.
20. The number of completed substitutions, and the player's numbers, will be indicated by the lighting of the progress bar slots in red.
21. For the 5th substitution a yellow square will surround the Substitution button on the respective tablet.
22. Upon reaching 6 (or the maximum available) the substitution button will automatically be deactivated.
23. Should a coach need to make an exceptional substitution as provide for in the rules of the game this can be done by pressing the "EXCEPTIONAL" button.



1.4. TIME OUTS - REQUESTED BY THE TEAMS - 30 SECONDS

1. During the rally the Time Out button will be silver.
2. Once the request is made using a Tablet, the LiteScore unit will sound and a flashing LED light will indicate the team requesting the time out.
3. One or two LED lights on the LiteScore will indicate the number of time outs a team has taken.
4. A countdown clock will display the remaining seconds of the time out.
5. Any subsequent request must be made using the tablet and confirmed by the e-Scorer.
6. Upon reaching the teams requested time outs (two) the button will be deactivated.

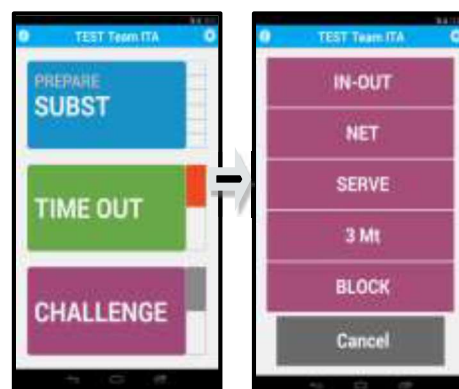


1.5. CHALLENGE SYSTEM

The CEV Challenge System regulations in force at the time will be applied.

The e-Scoresheet bench application in conjunction with LiteScore will be used to indicate a Challenge as below.

1. During the rally the Challenge button will be silver.
2. When a challenge is requested by a team on their tablet the progress bar will change colour to silver indicating the request has been acknowledged.



3. A second window will appear where the team personnel must indicate the nature of the challenge they are making.
4. Following a review of the video(s), should the challenge be denied then the progress bar for challenge will indicate red on the teams tablet.
5. Upon reaching two incorrect challenges (progress bar red for both) the “CHALLENGE” button for this coach will be deactivated.
6. If the challenge is agreed then the silver progress bar indicator will become clear once more.

