

Match Scoring System Software Manual

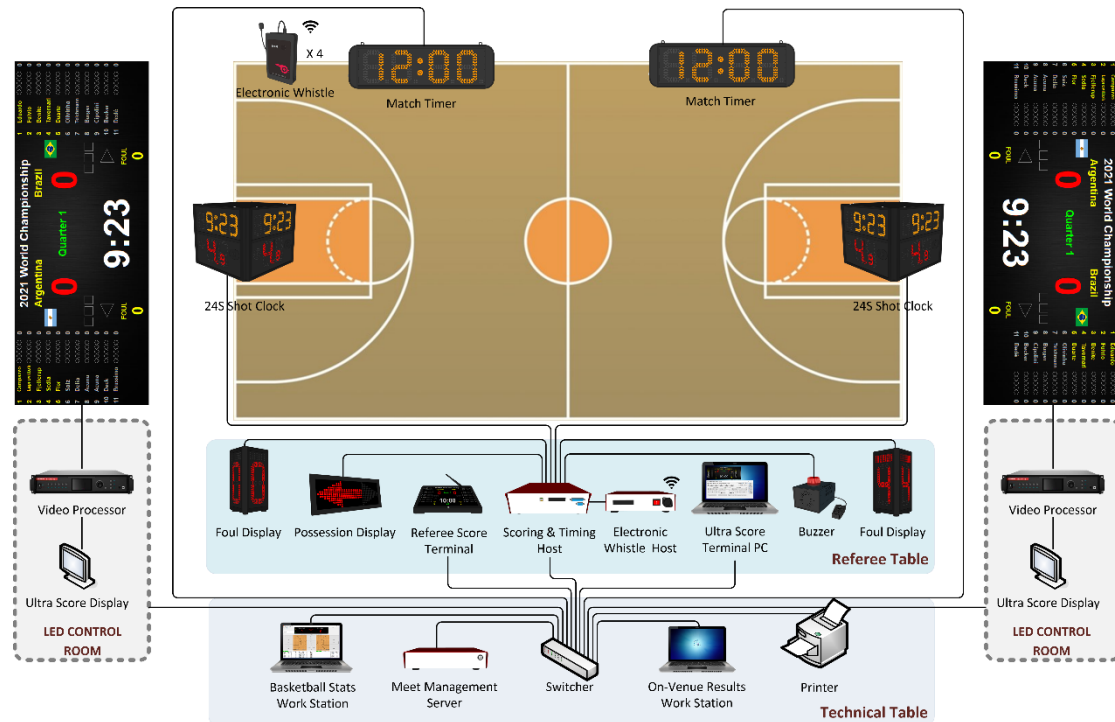
Basketball



Kazo Vision

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1. System Chart

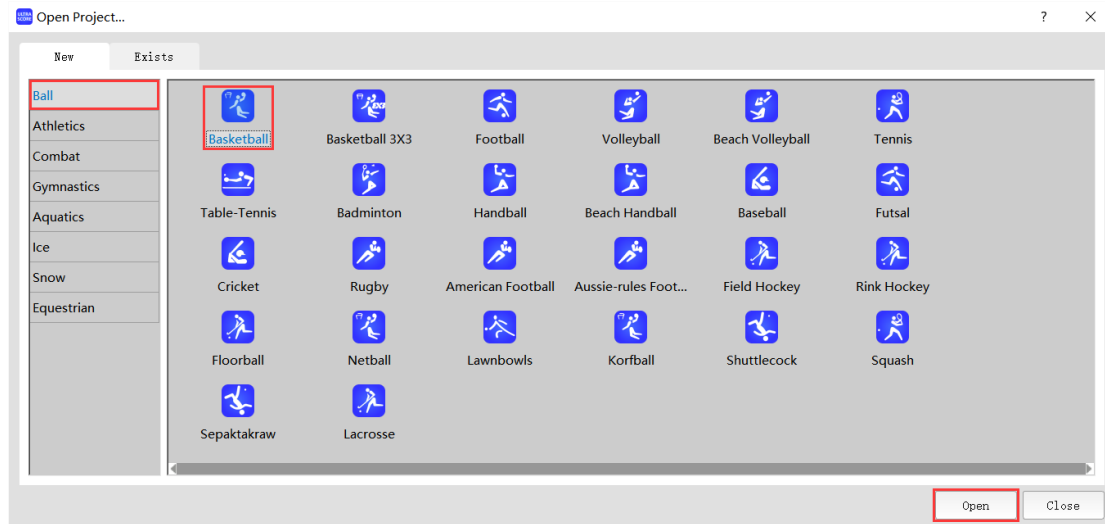


Scoring System for basketball includes professional basketball scoring software, referee console, referee tablet, 24s shot clock, foul display, possession arrow, buzzer rebounds light and so on. We also provide extensible systems like live scoring system, technical statistics and advertising displaying system.

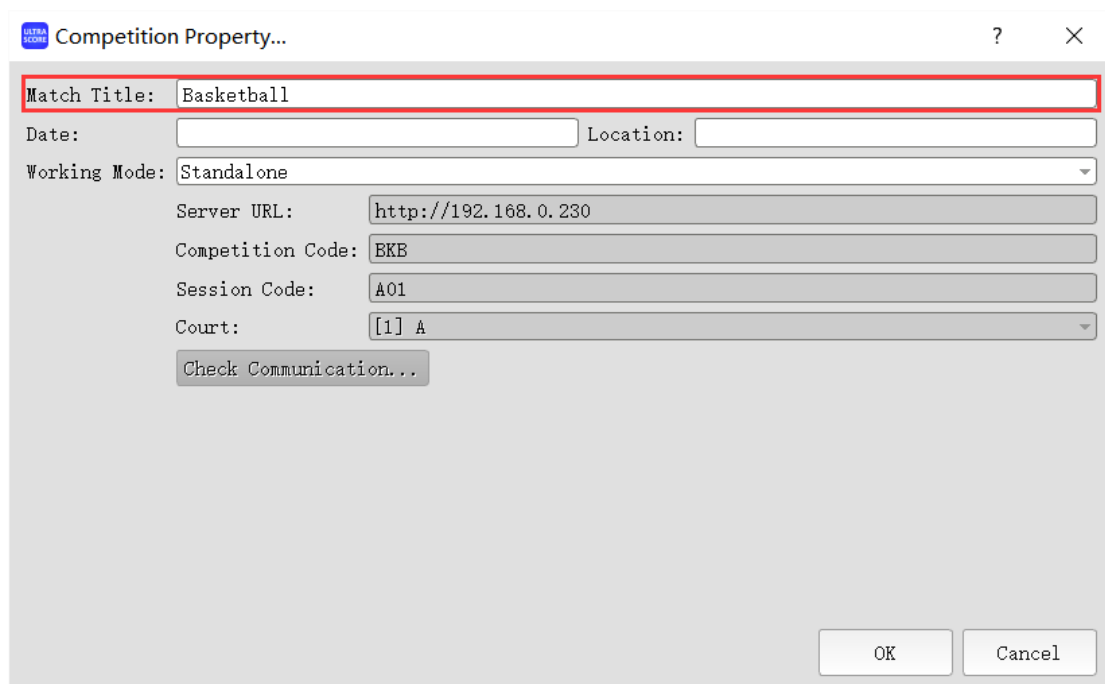
2. Preparation

2.1 Create a match

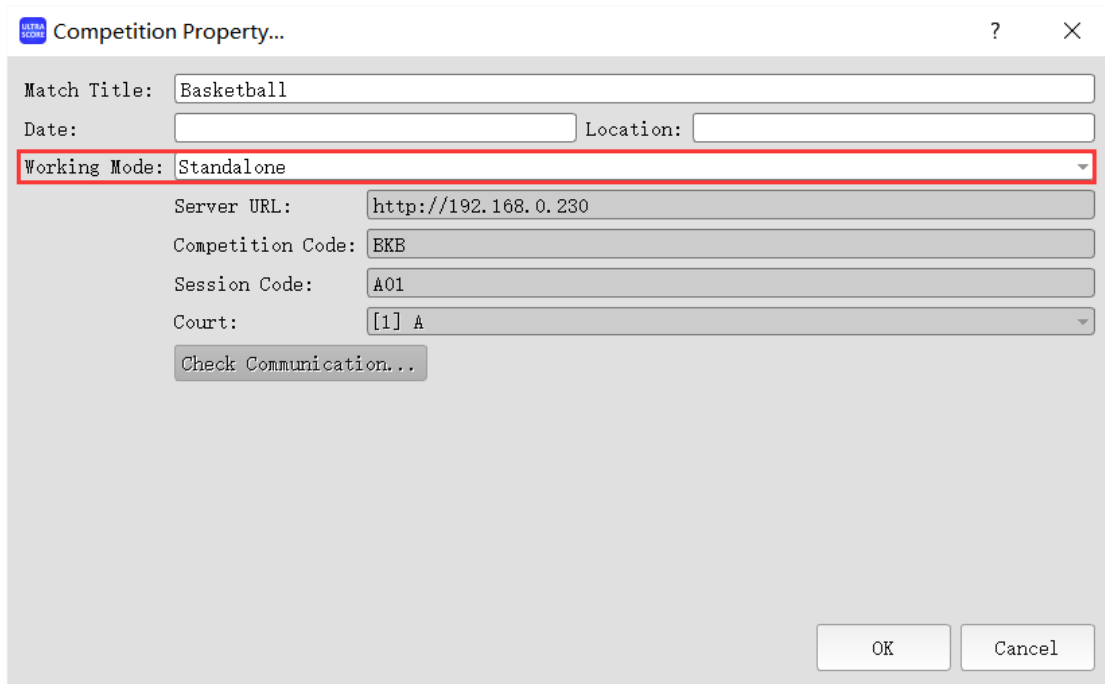
2.1.1 Open Ultra Score software to create a new match. Click “New” and choose the “Ball” > “Basketball”. Then click “Open”.



2.1.2 Enter the “Match Title”.



2.1.3 Select the “Standalone” working mode and click “OK”.



Competition Property...

Match Title: Basketball

Date: Location:

Working Mode: Standalone

Server URL: http://192.168.0.230

Competition Code: BKB

Session Code: A01

Court: [1] A

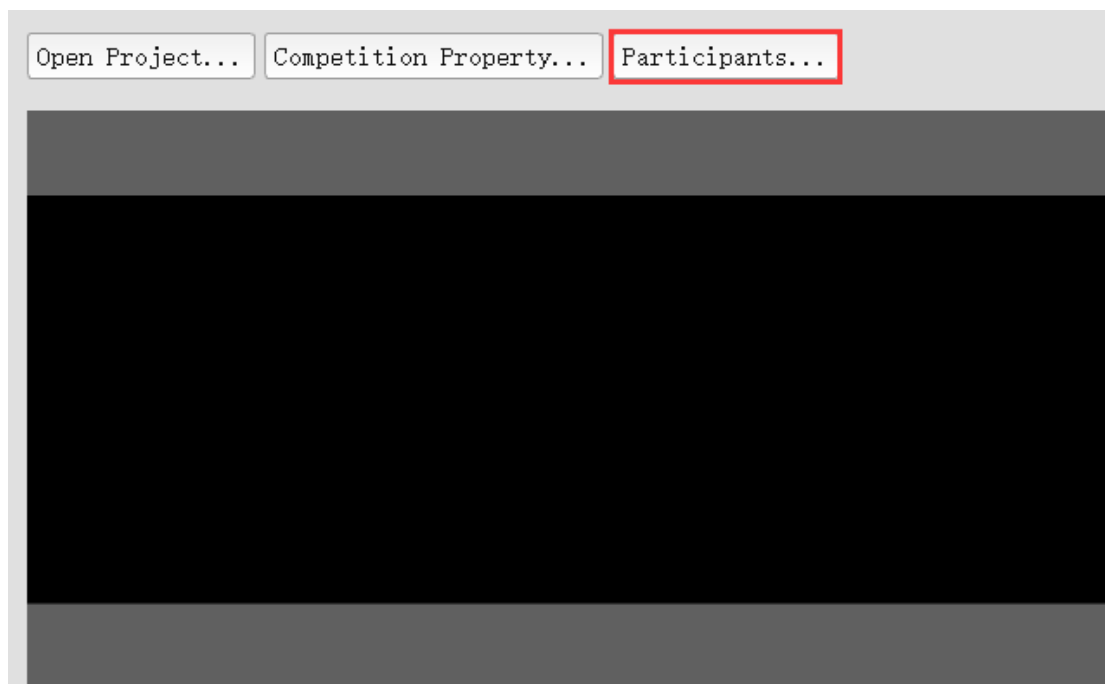
Check Communication...

OK Cancel

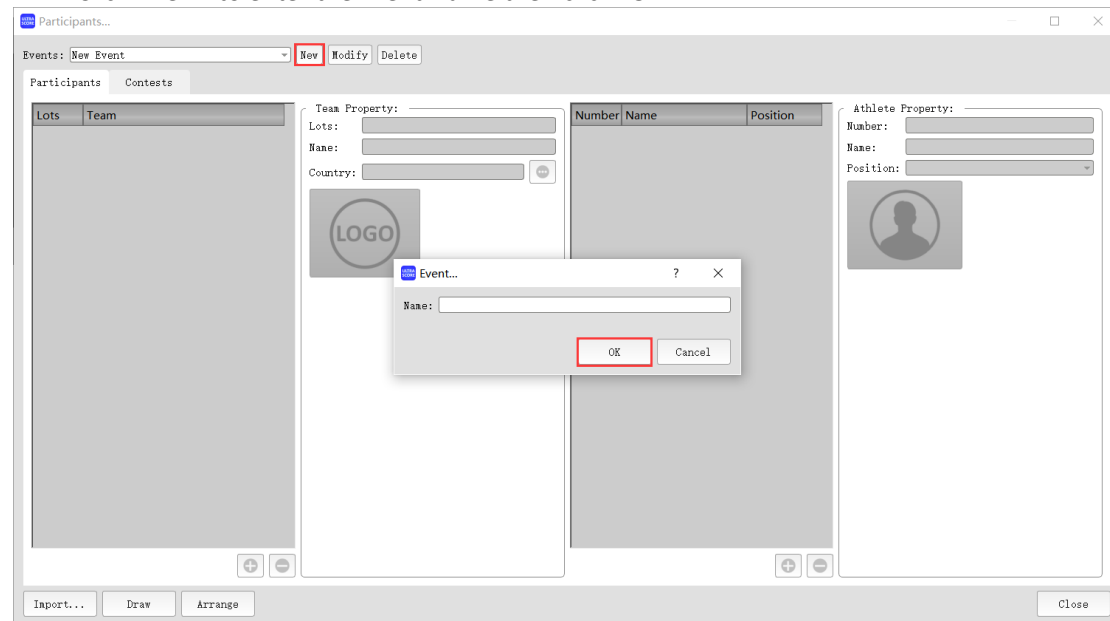
2.2 Create a event

Method 1: Manually enter the participant's information

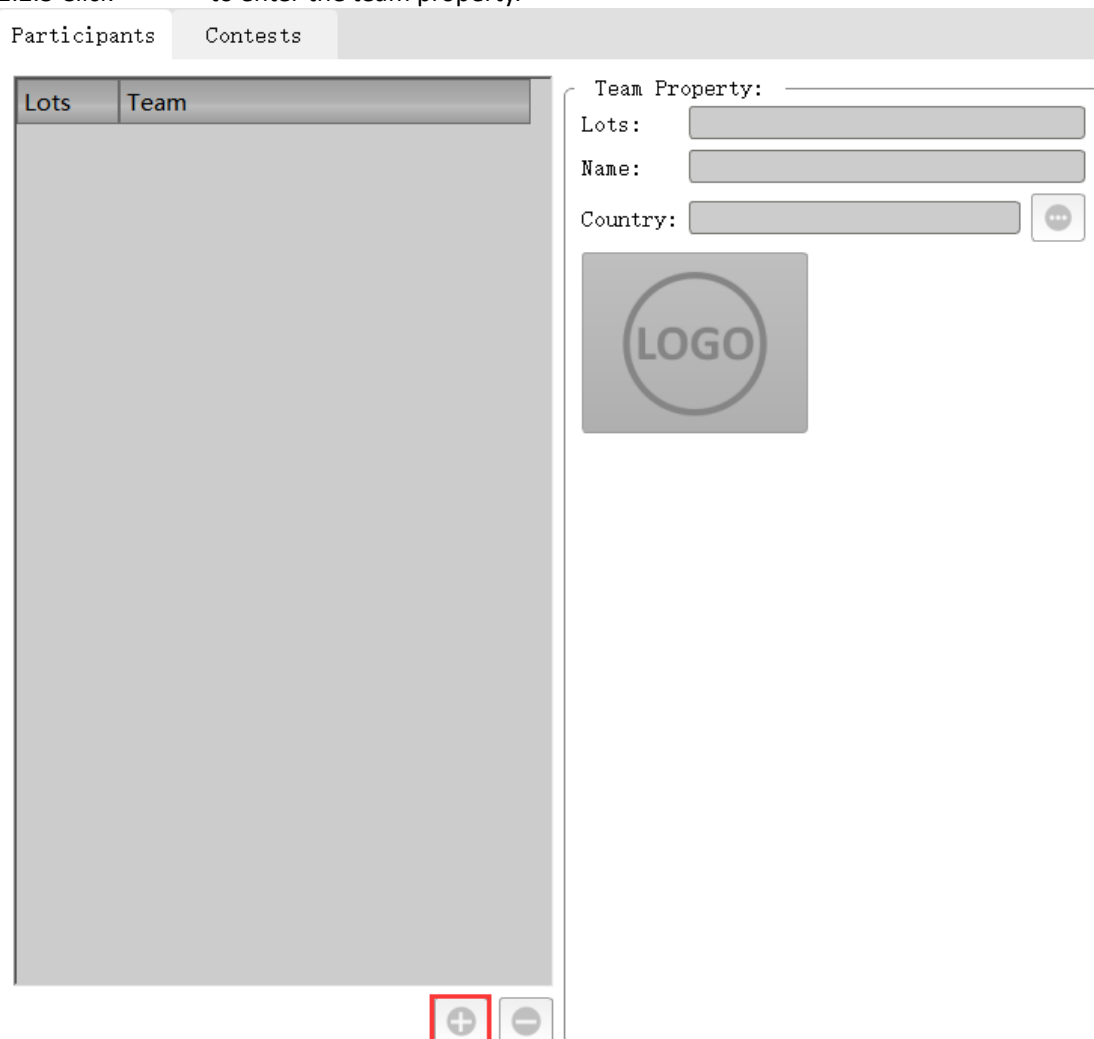
2.2.1 Click the “Participants”.



2.2.2 Click “New” to enter the Event Name then click “OK”.



2.2.3 Click “+” to enter the team property.



2.2.4 Click “” to enter the athlete property.

Number	Name	Position			

Athlete Property:

Number:

Name:

Position:






2.2.5 Click “Draw” and “Arrange”, then click “Close”.

Participants...

Events: 2019 FIBA World Championship New Modify Delete

Participants Contests

Lots	Team		
1	Argentina		
2	Brazil		

Team Property:

Lots:

Name:

Country:



Number	Name	Position			

Athlete Property:

Number:

Name:

Position:








Import...
Draw
Arrange
Close

Method 2: Import the participant's information from the file
Click "import".

Import the list of players in Excel (xlsx) or CSV format.

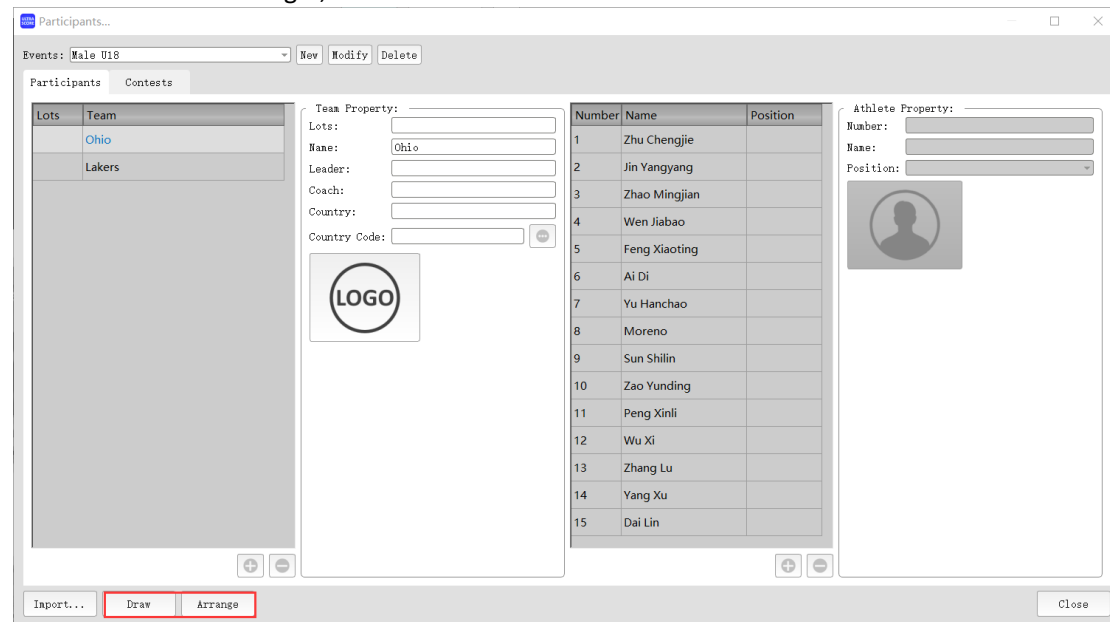
Event	Team Code	Team	Athlete
Male U18	Ohio	Ohio	Zhu Chengjie
Male U18	Ohio	Ohio	Jin Yangyang
Male U18	Ohio	Ohio	Zhao Mingjian
Male U18	Ohio	Ohio	Wen Jiabao
Male U18	Ohio	Ohio	Feng Xiaoting
Male U18	Ohio	Ohio	Ai Di
Male U18	Ohio	Ohio	Yu Hanchao
Male U18	Ohio	Ohio	Moreno

Title	Must Have	Description
Event	Y	Event name
Team Code	Y	If it is a double match, both athletes should have the same team code. If it is a team competition, all athletes for one team should have the same team code. If there are multiple doubles or teams under the same organization, different team codes need to be set.
Team	Y	Athlete's team name
Athlete	Y	Athlete name



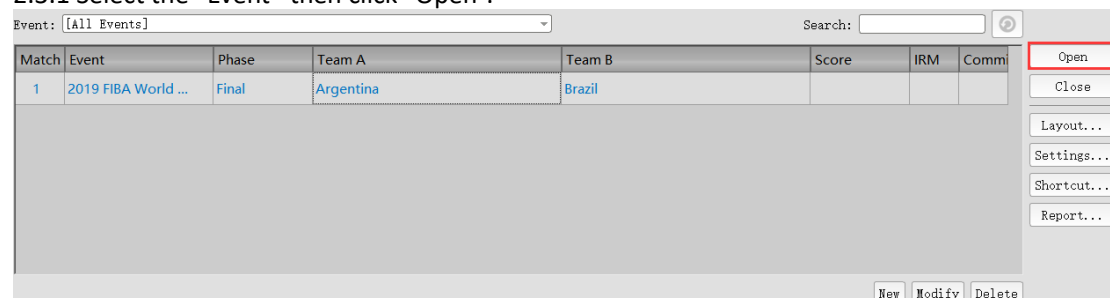
Note: please do not change or delete the Title of the first line.

Click “Draw” and “Arrange”, then click “Close”.



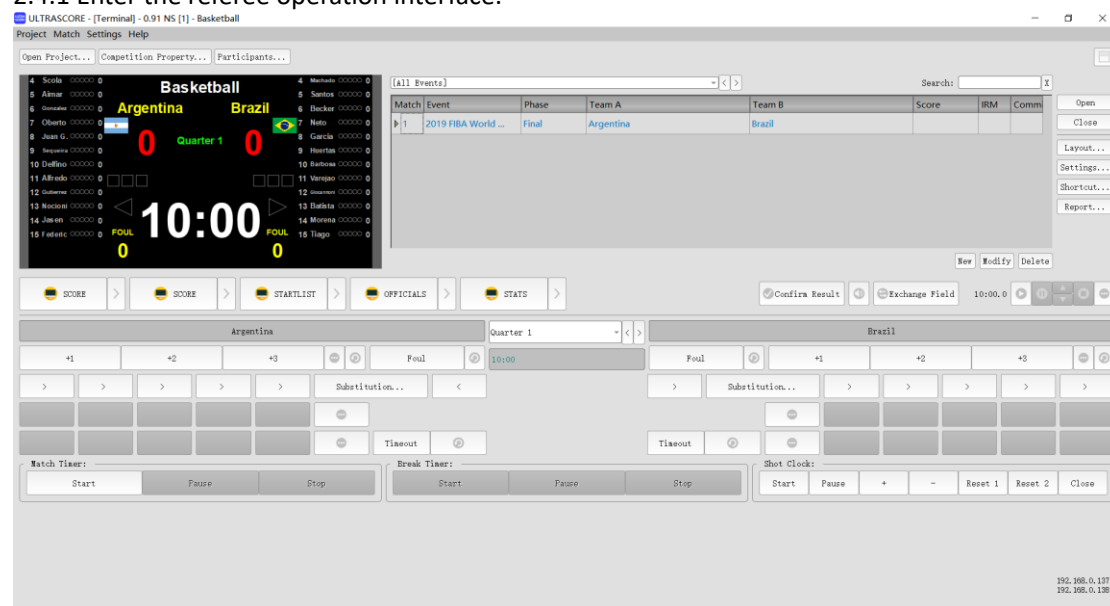
2.3 Open the match

2.3.1 Select the “Event” then click “Open”.



2.4 Match operation

2.4.1 Enter the referee operation interface.



2.5.2 Screen display.

4 Scola 00000 0

5 Aimar 00000 0

6 Gonzalez 00000 0

7 Oberto 00000 0

8 Juan G. 00000 0

9 Sequeira 00000 0

10 Delfino 00000 0

11 Alfredo 00000 0

12 Gutierrez 00000 0

13 Nocioni 00000 0

14 Jasen 00000 0

15 Federic 00000 0

Basketball

Argentina

0

Quarter 1

0

Brazil

10:00

FOUL 0

FOUL 0

4 Machado 00000 0

5 Santos 00000 0

6 Becker 00000 0

7 Neto 00000 0

8 Garcia 00000 0

9 Huertas 00000 0

10 Barbosa 00000 0

11 Varejao 00000 0

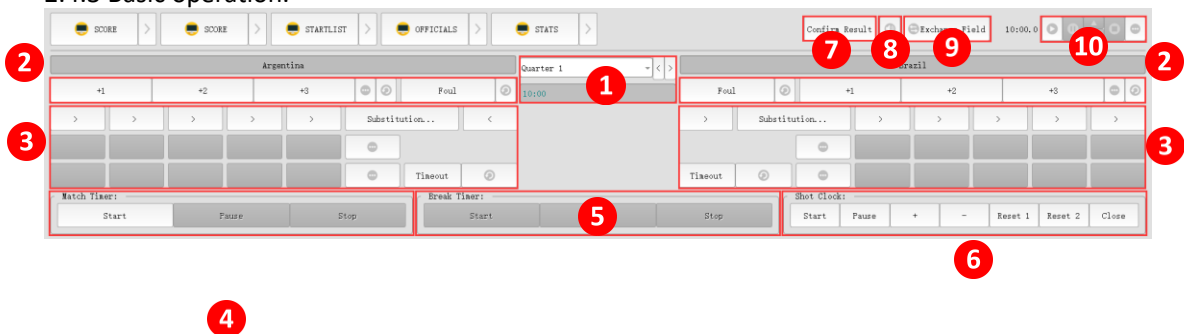
12 Giocannoni 00000 0

13 Batista 00000 0

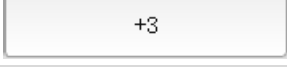
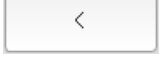
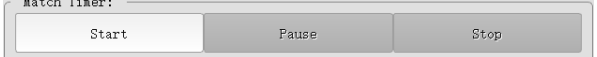
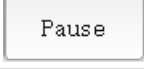
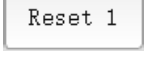
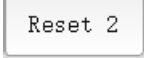
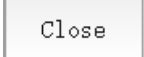
14 Morena 00000 0

15 Tiago 00000 0

2.4.3 Basic operation.



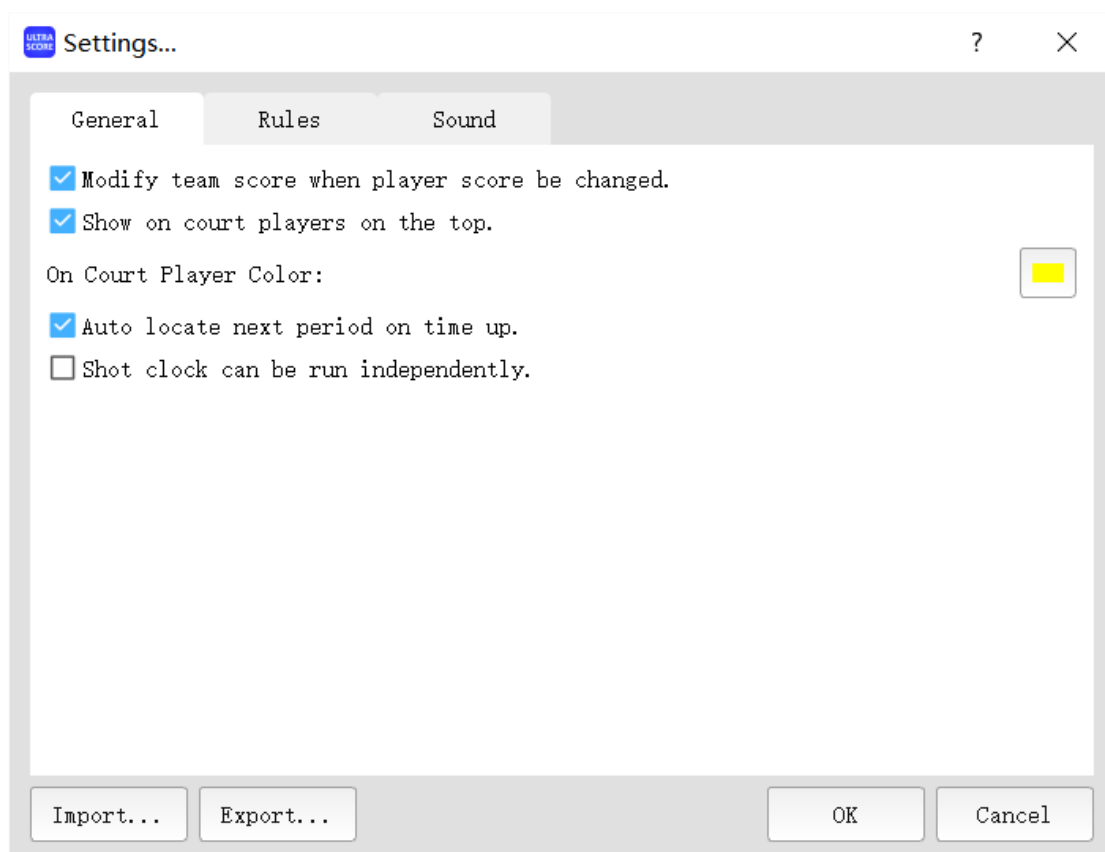
The list of function keys:

1		Choose the period.
2		Give 1 point to the responding team.
		Give 2 points to the responding team.
		Give 3 points to the responding team.
		Choose the responding point to the team.
		Cancel the operation.
3		Choose the player who will be on court or off court.
		Add the responding point to the selected player.
		Add the foul times to the selected player.
		Display the possession arrow.
		Start or stop the 60s timeout counter.
4		Start, pause or stop match timer.
5		Start, pause or stop break timer.
6		Start Shot Clock timer.
		Pause Shot Clock timer.
		Modify Shot Clock timer time.
		Reset the Shot Clock timer to 24s.
		Reset the Shot Clock timer to 14s.
		Close Shot Clock timer.

7	Confirm Result	Buzzer sound.
8		Buzzer sound.
9	 Exchange Field	Exchange the field.
10		Start the timer.
		Pause the timer.
		Timing increase/decrease by 1 second.
		Stop the timer.
		Modify current count time.

2.5 Match settings

2.5.1 Click “Settings” then select “Match Settings” to set the general information, rules and sound information of the match.




Settings...

?

×

GeneralRulesSound

Match Type:

FIBA

Period Number:

4

Pre Game Time:

20:00

Period Time:

10:00

Overtime Period Time:

05:00

Break Time:

02:00

Halftime Break Time:

10:00

Shot Clock Time:

24

14

Timeout Time:

01:00

Timeout Times:

3

Overtime Timeout Times:

1

Reset Timeout Times:

End of Half

Team Max Foul Times:

4

Player Max Foul Times:

5

Reset Team Fouls Times:

End of Period

Import...

Export...

OK

Cancel


Settings...

?

×

GeneralRulesSound

☐ Buzzer on period start.
☒ Buzzer on period finish.
☐ Buzzer on break finish.
☒ Buzzer on shot clock finish.
☐ Buzzer on substitution.
☐ Buzzer on timeout start.
☒ Buzzer on 10 seconds before timeout finish.
☒ Buzzer on timeout finish.

Import...

Export...

OK

Cancel

3. Match scoring console

Ultra Score Console can be applied to various kinds of ball games for scoring. It can greatly simplify the operation of referee in the field with its powerful function and easy operation.



3.1 Software connection

Open the Ultra Score Console and the Ultra Score software on the PC simultaneously. If they are in the same network, the connection will be made automatically.

As the connection is correct, a blue connection icon will be shown on the top left corner.



If the connection is incorrect, the icon will be shown below,



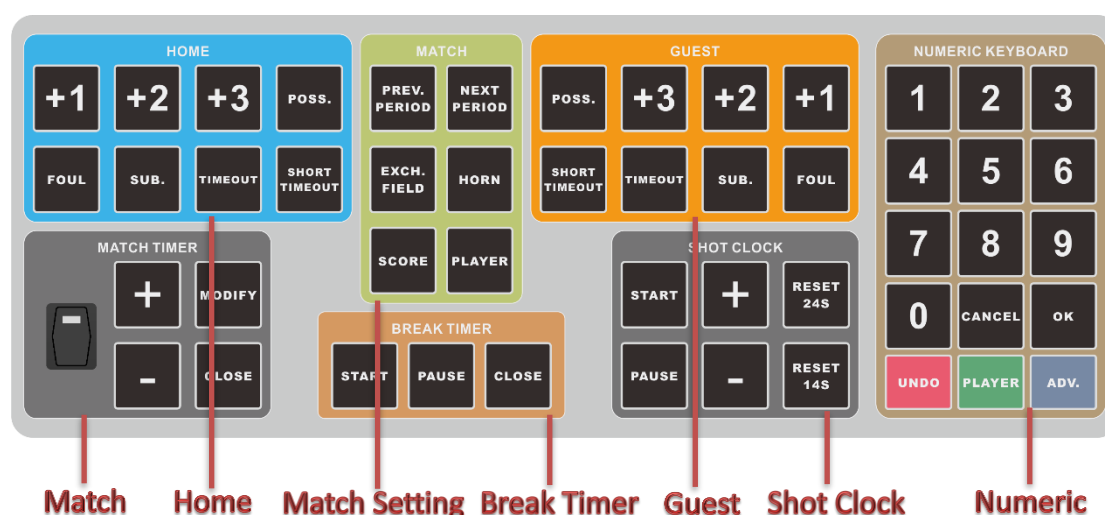
In this case, please check the items below,

- 1) Check if the Ultra Score software was opened on the PC.
- 2) If the firewall on your PC blocked the network connection, close the firewall and try again.
- 3) Check if the PC and Ultra Score Console can communication with each other by sending a ping from the PC to the console.



More guides for connection can be found in the Ultra Score Console manual.

3.2 Scoring operation

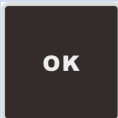


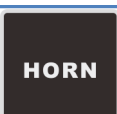
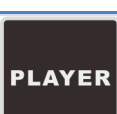
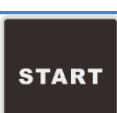
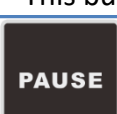
During the match, all the operations of timing and scoring will be completed by console's keyboard. Every button on the keyboard is used to perform one specified operation, just like adding team score, team foul, match timing and etc. Meanwhile there are two functional buttons that is "Undo" and "Player" on the bottom right corner which can be used to undo some operation or operate on the specified player.

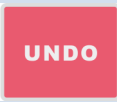
Take a basketball game as an example to illustrate the buttons' functions.

Functions	Buttons	Notes
Team Score	+1 +2 +3	Add 1/2/3 score for the teams respectively.
	* The player can be scored synchronously by entering the number of player with numeric keyboard.	
	0 ... 9 + OK	Player scoring operation: entering the number of player and press the 'OK'

		button.
Team Possession	POSS.	The specified team has the possession.
Team Foul	FOUL	Add team foul times.
	* The player can be fouled synchronously by entering the number of player with numeric keyboard.	
	0 ... 9 + OK	Player foul operation: enter the number of player and press the 'OK' button.
Substitution	SUB.	
	* Here will appear an input box with prompt for enter the joining player number.	
	0 ... 9 + OK	Entering the number of player who is joining and press the 'OK' button.
	* Here will appear an input box with prompt for enter the leaving player number.	
	0 ... 9 + OK	Entering the number of player who is leaving and press the 'OK' button to complete the entire substitution.
Timeout	TIMEOUT	Pause the match and show the timeout counter. Press this button again to close the timeout counter.

Short Timeout		Short time out, special for NBA.
Match Timer Start / Pause		Start or pause the match timer.
Match Timer +/-	 	Add or minus 1 second to the match timer.
Match Timer +/-	 +  	Add or minus 1/10 second to the match timer.
Modify Match Timer		This button only work as the match timer is paused.
	* Here will appear an input box with prompt for enter the new match time.	
	 ...  + 	Entering the new match timer time with 4 digits and press the 'OK' button.
Close Match Timer		Close the match timer when press two times.
Start 24S Shot Clock		Start the 24S shot clock.
Pause 24S Shot Clock		Pause or resume the 24S shot clock.
Reset Shot Clock to 24S		Reset digit on shot clock to 24S.

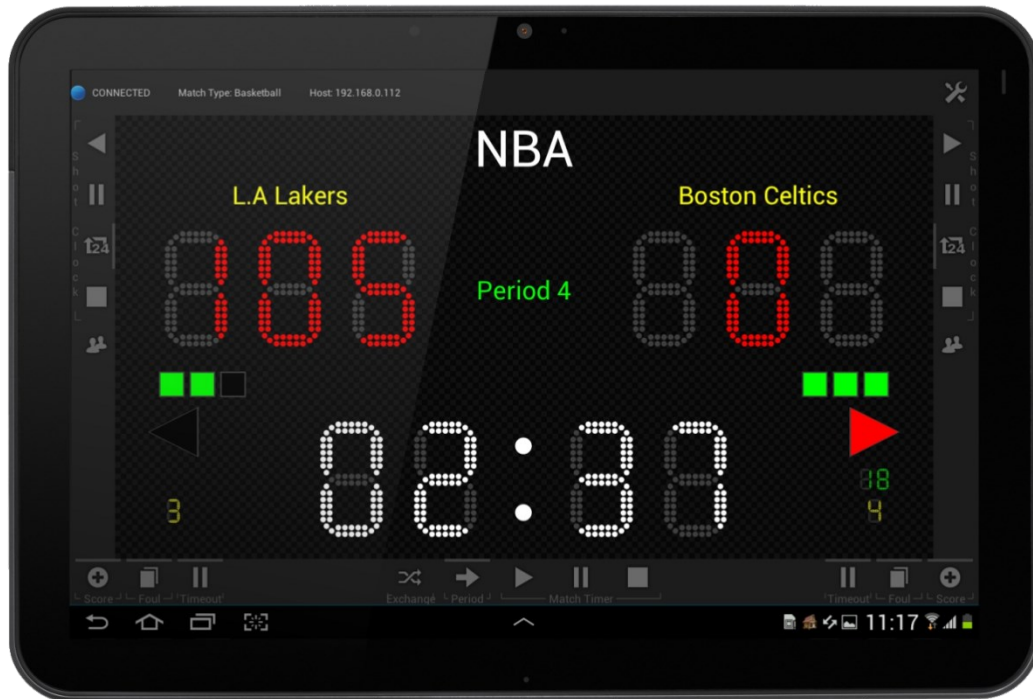
Reset shot Clock to 14S		Reset digit on shot clock to 14S.
Adjust 24S Shot Clock	 	The button only works as the 24S shot clock is paused or reset.
Previous Period		Go to the previous period.
Next Period		Go to the next period.
Exchange Field		Exchange fields.
Buzzer		Play a buzzer sound.
Score		Press the button, the LED screen will jump to the score interface.
Player		Press the button, the LED screen will jump to the player interface.
Break Timer		Start the break timer.
	* This button only works in the break period.	
		Pause the break timer.

		Close the break timer.
Cancel Score	 + 	Hold the “Undo” button, and press “+1” button to cancel 1 points score.
Cancel Team Foul	 + 	Hold the “Undo” button, and press the “Foul” button to cancel the team foul.
Cancel Team Timeout	 + 	Hold the “Undo” button, and press the “Timeout” button to cancel the timeout times.
Back to previous period	 + 	Hold the “Undo” button, and press the “Next Period” button to back to previous period.
Add score to specified player	 + 	Hold the “Player” button, and press the “+1” button.
	* Here will appear an input box with prompt for enter player number.	
	 ...  + 	Add score to the player.
Add foul times to specified player	 + 	Hold the “Player” button, and press the “Foul” button.
	* Here will appear an input box with prompt for enter player number.	

		Add foul times to the player.
Advertisement		Hold the "ADV." button, and press the "+1" button, the LED screen will jump to the first advertisement.

4. Tablet

Tablet where installed the Ultra Score controller software can also work as wireless score controller.



Tablet Screen

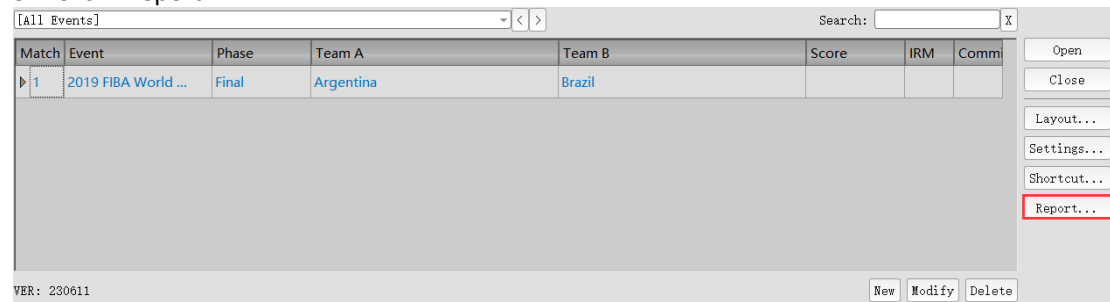
Please ensure that the tablet and the computer are connected into the same local area network before using.



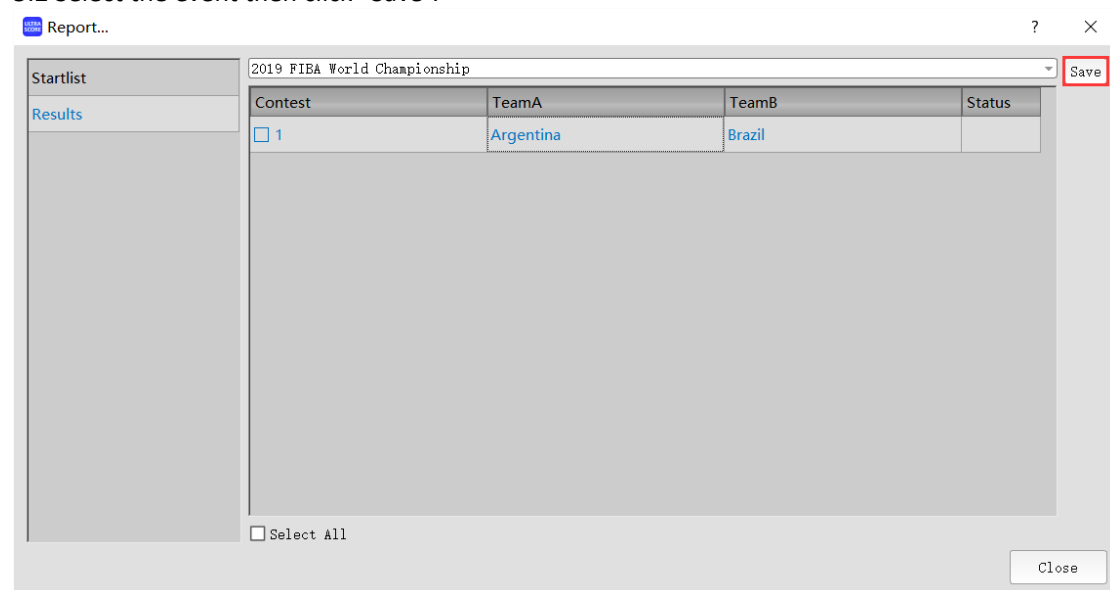
More guides for connection and using can be found in the Ultra Score tablet manual.

5. Match report

5.1 Click "Report".



5.2 Select the event then click "Save".





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