



e-Scoresheet

ENGLISH VERSION

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Updated to version 2013.10.05

INTRODUCTION

e-scoresheet allows you to automatically enter the information into the volley ball match scoresheet.

e-scoresheet has been developed to help the scorer during the match scoring while following all the game phases in the different situations that can occur during a match.

e-SCORESHEET has been developed to guarantee a complete check, reliability and the univocal correspondence of data:

- Referees, Teams, Players and Members are always identified by their own ID number;
- The specific parameters of the competitions are set on a "central level" in order to avoid mistakes and personal initiatives of scorers.

e-Scoresheet covers all the game situations that can happen during a match. At the end of a match the official scoresheet information can be updated on the central database in order to automatically update the tables concerning scores, referees, sanctions, etc..

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MINIMUM REQUIREMENTS

The software can be installed on any personal computer Windows[®] from XP onwards.

HOME PAGE



MATCH MENU

The Match menu is divided into:

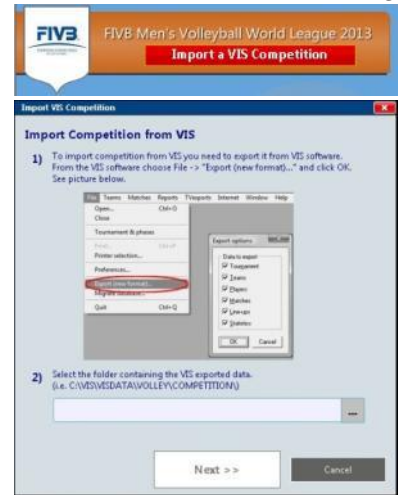
- **New match:** to enter a new match
- **Archive:** to open an existing match
- **Litescore:** to connect with Litescore Scoreboard
- **Teams:** this button will display a list of teams previously imported. Teams cannot be modified and are read only.
- **Options:** allows you to define certain options to the program
- **Restore match:** allows you to select a the path on your computer where the incomplete matches will be automatically stored should your PC shut down inadvertently.

ADDITIONAL INFO

- Handbook
- Read me file
- About button
- License permission

IMPORT VIS COMPETITION (ONLY FOR FIVB)

IMPORT VIS COMPETITION: you can import a Competition from the VIS program by pressing the Import Vis Competition button in the main program screen. Select the folder with the teams and press Next to import.



CHECK A MATCH

Some Federations will have an extra feature which will allow them to check a match. This test will check the match information and the connection to the server. Press the Check Match button, select check match and enter login and password. Once you have selected the match this window will appear:

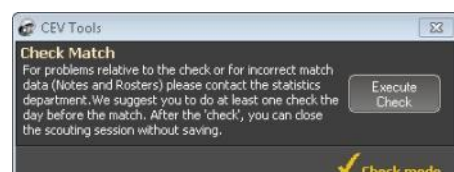


Press the Roster button in the bottom left hand corner of the screen and check the player list and press ok to confirm. The window will now appear as below:



The Test Live match button will appear and it will start flashing, press it and the following message box will appear:

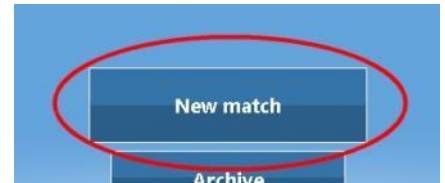
Press Execute Check to run the check:



A message will confirm if the match has been checked successfully.

NEW MATCH

To create a new match press the [New Match] button.



When pressed, for some Federations, a wizard will appear guiding the user through the different match options:

- Create a match manually creates a new match manually; it will be an unofficial match and will not be sent to the Federation
- Load an official match loads an official match from the website of the Federation
- Check an official match allows you to check the information entered for an official match (referees, roster, etc...) and the connection to the server.
- Load a test match to access a test match, supplied by the Federation, and to learn how to use the program.

Please note: you will be asked to enter login and password, provided by the Federations when loading and verifying official matches.

The wizard window will only appear for specific Federations. Should the wizard not open the new manual match window will appear automatically.

The match notes window will appear once the match has been loaded.

Information on the current match, Competition name, Season and Category cannot be changed. Information such as Match number, Day no. and date will be loaded automatically and cannot be changed for official matches.

Once you have entered the required information press OK to go to the scouting window.

By clicking on the comments button on the bottom of the screen, you will open up a blank window where you can add any comments.


When the match notes are complete click OK to confirm.

In the middle of the screen the logo, the name and type of competition will appear. It is possible to either update or change the competition by clicking on the link in the white box in the centre of the screen.

MATCH SCORING WINDOW

When all the information has been entered in the Match notes window press Ok and the Match scoring window will appear.

The only information that will be present in this window will be the names of the teams previously selected in the match notes window. By default the team names will appear on the top part of the screen, the home team on the left hand side and the away team on the right hand side of the window (this can be changed by pressing the CHANGE button).

To select the players click on the Roster  button positioned on the bottom left hand corner of the match scoring screen.

The below window will be displayed:

In this window you can select the players on court and on bench that will take part in the match.

You can:

- add
- remove
- enter a new player from the list by selecting the player and pressing the relevant button positioned under the list.



The new player button is used to enter a new player that has not been previously entered in the player database.

The Reset button is used when you want to remove the players in the roster and start inserting them again.

Select a player in the list on the left and press ADD to enter the player into the roster; when the player appears in the list on the right enter the shirt number in the first prompted box and specify if that player is a Captain or a Libero. According to the type of competition you will either have to enter one or two Libero players. If you have entered a player using the New Player button you can also change family name and name.

When the players for each team have been selected press the Ok button to confirm.

Some Federations have to confirm the list by using a team login and password.

ASSIGNING A SERVE

By default the serve will be applied to the team on the left hand side of the court. To change it press Serve to Left or Serve to Right to assign the serve to the correct team. The serve will be defined by a white ball positioned in the cell corresponding the team who will serve first. The serve can be assigned before or after you have determined the initial line-up.

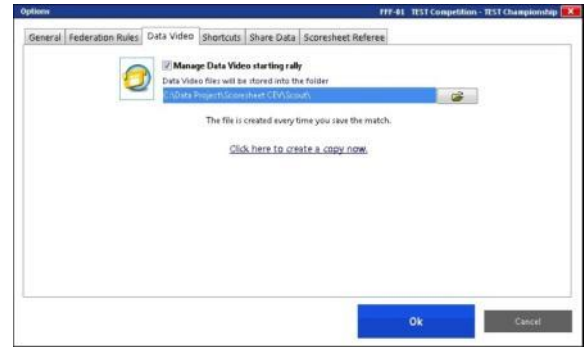
CHANGE/INVERT

THE CHANGE button is used to change the position of the teams on the court.

DATA VIDEO FILE

If you want to save a file that can be used in Data Video, go to Options and enable the Data Video option in the window that will appear. This file will be saved every time you save the match.

The file can then be found in `c:\Data Project\Scoresheet CEV\Scout\`.



STARTING LINE-UP

Click on the LINE-UP button on the bottom left hand corner to define and enter the starting line-up on the court.

NOTE: when pressing the LINEUP button a message window will appear to warn you that you have not enabled backup if you have not selected where you want to backup the match, press yes or no according to your requirements. A second message window will appear asking you to make sure that the court position and the serving team have been set up correctly.

The below window will be then be displayed:

To position the players on the court you can:

- select the players from the list and drag them using the mouse in the cell that represents the position on the court
- click on the cell and enter the number or the player that will be positioned in that cell

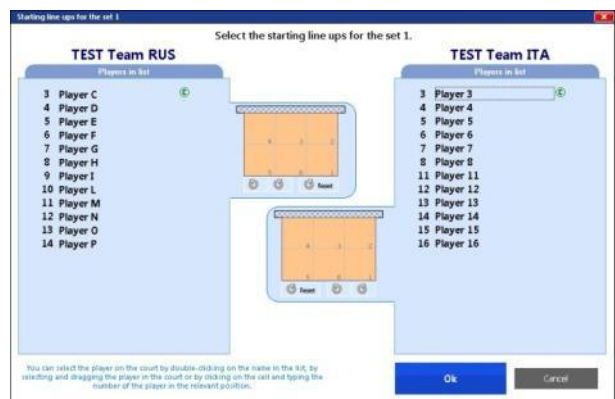
To modify the initial line-up you can:

- click on the RESET button positioned under the court image to remove all six players
- click on the number of the player in the cell and modify it by using the keyboard (this option is used when you don't want to change the full line-up).

Another way of entering the initial line-up is to double click on the player in the list and he will automatically be position on the court in the position marked with "1". The players will be entered on the court following the rotation system from 1 to 6.

You can remove a player previously positioned on the court by double clicking on the player in the list; he will automatically be removed form the court and you will be able to enter another player.

According to the Regulations for certain Federations, if the Captain was not positioned on the court a window will appear asking you to assign Captain title to one of the six players on the court. This is because a captain must always be present in the line up as he is the only one who can communicate with the referee.

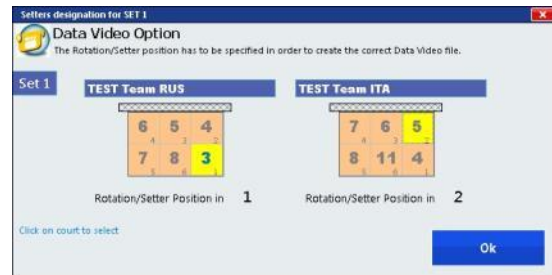


Click on OK to confirm.

If you have enabled the DATA VIDEO option, a Setter Designation window will appear where you have to select the position of the setter.

Press OK to continue.

The initial line-up will be displayed in the match scoring window.



STARTING A SET

The match scoring window will display the players on the court and those on the bench.

Press the START SET button to start and a window will be displayed where you can select the official starting time or the current time (you can change the current time by clicking the modify button):



Official time is the time you previously entered in the Notes Window. The official time for the second set will therefore be the duration of the first set plus 3 minutes for break (or according to the regulation). Real time is the real time shown on your computer.

At the start of a set you have to choose what time you want to use; if there is a difference of 5 minutes between the official time and the real time, the program will automatically disable the official time button and you can only use the real time button.

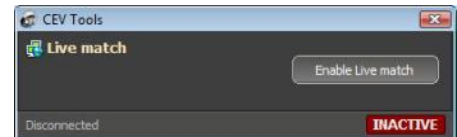


Press Start set when you have selected the time you want to use. The match scoring window will appear as shown and several new buttons will appear on the screen.

The green button "START RALLY" will appear if you have enabled the Data Video option. This button must be pressed at the start of every rally.

LIVE MATCH TOOLS

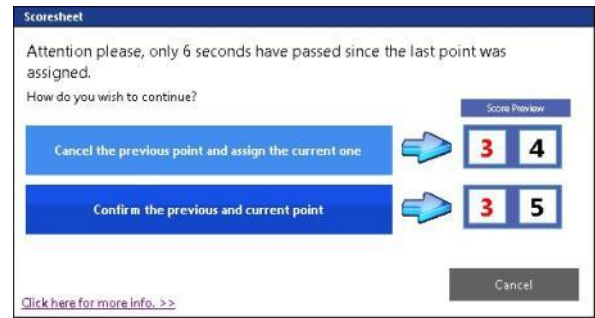
The LIVE MATCH tools button can be used during a test match and during a live match to send the score to the live match page on the Federation website. Enter login and password when prompted to access the service.



ASSIGNING A POINT

You can assign a point to the team using the Assign point key or using the function key that has previously been associated to this function. Press the undo button to remove the assigned point.

If you immediately assign another point a window message will appear advising you that less than 8 seconds have passed since the last point and will give you two options to chose from:



TIME OUT

A time out can be called by a team by clicking the Time out button for that team. The number of time outs will be increased in the cell positioned next to the Time out button on the screen

SUBSTITUTIONS

You can perform a substitution in one of the following ways:

- by pressing the substitution button
- by using the associated function key
- by clicking in the players list
- drag and drop from the bench to the court

the following window will be displayed:



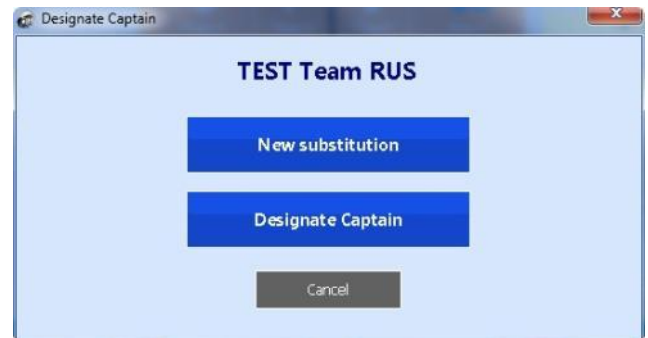
A substitution can be performed during a match. Select a player you want to substitute from the players on court list (on the left hand side) and select a player from the players on the bench (on the right hand side). Press the Run the substitution button on the bottom right hand side to confirm.

A window will appear displaying, graphically, the substitution showing you the player that will leave the court and the one that is entering the court.




The number of substitutions will be increased in the cell positioned next to the Substitution button.

If the player that has been substituted is the captain, and another captain has not been designated, the main screen will appear with the following error message:

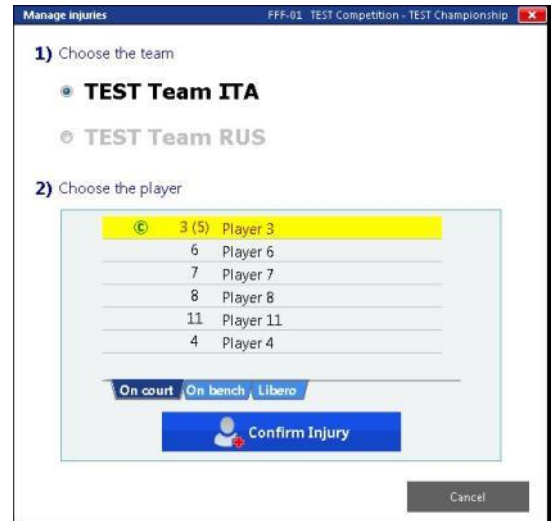


Click on the link in the small yellow window to assign captain role to one of the players on court.

INJURY

Should a player be injured, a forced substitution must be made. Click on the INJURY  button on the bottom right hand corner of the screen. In the Manage injuries window you will have to select the team of the injured player and then the injured player.

You can choose from the players on court or the libero. Confirm by pressing Confirm Injury. A message will appear asking you to confirm the injury again, press yes to continue.



The player substitutions window will be displayed where you can select a player from the bench that will substitute the injured player. Confirm by pressing Run the substitution.



If the Libero player is injured this window will appear where you have to select a player to replace the injured libero, according to the regulation of the Federation:



UNDO

The UNDO button is used to cancel the previous action.

A window will appear when you press it asking you to confirm the action that will be cancelled.

LIBERO

A Libero In button is positioned on either side of the screen, one button for each team.

By clicking Libero In a window will appear asking you to choose the player that will exit the court :



the Libero will enter the court and his number will appear in the relative zone in a yellow shape (as shown in image); the number of the players that has exited the court will appear, in small, next to the yellow shape in the same zone (see image).



The libero player can be replaced regularly. Click on Libero Out to remove the player from the court.

The exchange libero button is used to swap the libero with the other Libero on the bench.

In the option window it is possible to:

- enable the function to automatically suggest when to enter the libero
- enable the function to automatically suggest when to exit the libero

the libero In and Libero Out window will appear in the part of the screen relating to the team of the Libero.



SANCTIONS



Click on the Sanction button to call or assign a sanction during a match. This window will be displayed:

Select the team you want to sanction. In this window you can select:

- Improper request (an improper request is sent to the team)
- Delay penalty (a warning is sent to the team)

If the sanction is being assigned to a certain player or technical staff, select the player and press the relevant button: foul, disqualify or expel.

If you assign a foul, a yellow card will appear next to the name of the player/technical staff that has received the foul and a point will automatically be assigned to the opposite team.

If you disqualify or expel a player on the court you will be asked to select a player from the bench to substitute the sanctioned player.

If you disqualify/expel a player/technical staff a red card will appear next to the name of the sanctioned player/technical staff.

REPLAY

The REPLAY button is used to undo or replay a rally should the referee change his mind about a rally.

PROTEST

The protest button, positioned under each team name is used to call out a protest during a match. When pressed the set number and the score at that moment will appear below the protest button relating to the team who has called out a protest.

END OF SET

The end of a set will be determined by the assignment of the last point. At the end of a set a window will appear with the set summary displaying the score total for each team, the time when the set ended and the duration expressed in minutes. Press Confirm the end of the set button to continue.

When you confirm the end of the set, a counter will appear on the bottom left of the screen that will countdown to the start of a new set. The countdown can be interrupted at any time by pressing the stop button in the counter box.



When you press STOP or the time runs out, you will be asked to enter the line up again and start the set when everything has been finalised.

ADDITIONAL BUTTONS

In the match scoring window on the bottom right hand side you will find the following buttons:

PRINT: the print button allows you to print the score sheet and pre game. You can choose to print directly, print the document in a Pdf format or print a preview first. You can also choose to either print the complete score sheet or an empty one.



OPTIONS: this button directs you to the program general option window, divided into three sections, where you can set certain functions:

General:

- Enable live match: to enable or disable the live match function.
- Create Backup file: to create a backup of the match and you can only choose a removable drive (i.e. USB pen drive).
- Check accidental clicking of the buttons: blocks a button for 3 seconds after it has been pressed to avoid accidental clicking.
- Libero In automatically: the program will automatically ask you if you want to enter the Libero on the court when the opposite team has the serve.
- Confirm when libero Out: if the libero is positioned on the first line the program will automatically ask you to exit the libero.
- Propose starting line up, proposes the line up of the previous match.
- Enable Data Video: to save a copy of the match in Data Video format.



Share Data

- Computer name and IP address must be entered in the other programs to set data sharing
- enables data sharing with Share Data
- enables events with Share Data
- enables data sharing with Scoresheet referee



Federation rules

To increase or reduce the break time between 2nd and 3rd set.



Shortcut

to assign a key or a key combination to a certain game phase. Press the Modify button and select the key.



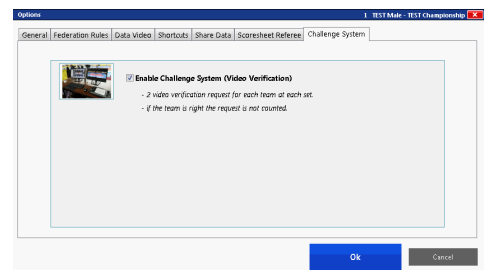
Scoresheet Referee

to share details of the line up, timeout and substitutions. Match data will be displayed on all devices that can view a webpage and are connected to the local network



Challenge System - Video Verification

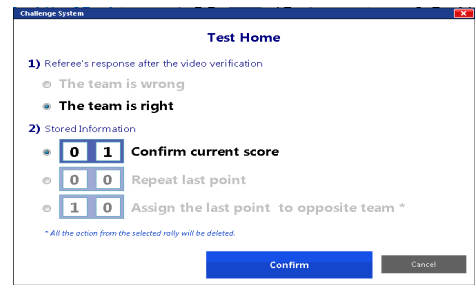
Starting from Release 2013.10.02, it's possible to see all the Video Verification Requests for each team. You need to check the option related:



2 new buttons will be visualized:

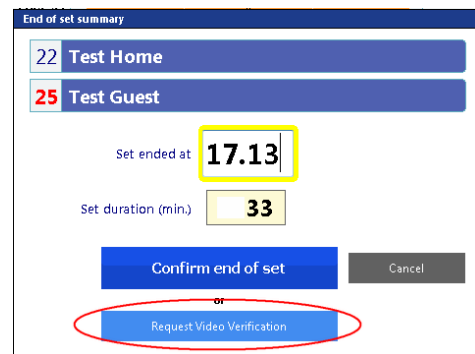


the following screen will be shown when a team ask for a video check, and the scorekeeper shall enter the decision of the referee:

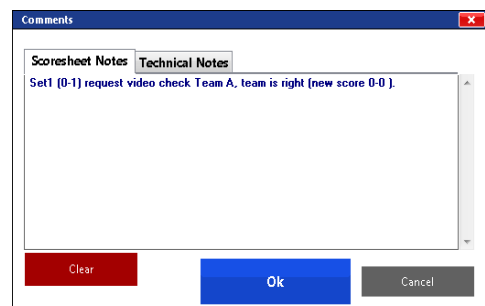


In the case of special circumstances such as TimeOut or End Set, the software will handle requests as follows:

- **Technical Timeout-** If a video verification is requested, the scorekeeper will press the button “End of Time-out” and click to the button “Video Verification. If the request were to confirm the referee decision the time out will be resumed.
- **End Set** - Assigning the winning point the mask of END SET will be displayed. If the team that lost the set would have required video verification available you will see a new button as shown::



At the end of the video verification a note is automatically generated in the Match comments:



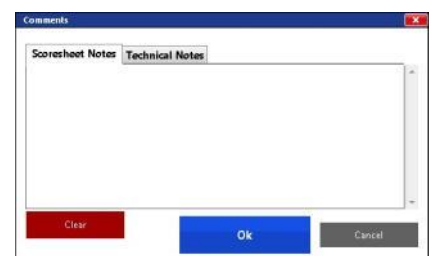
COMMENTS

This button directs you to the comments window

COMMENTS:

In Scoresheet notes you can add and modify all the comments you want.

The technical notes will be a breakdown of all the manual changes made during the match, they are read only and cannot be modified.



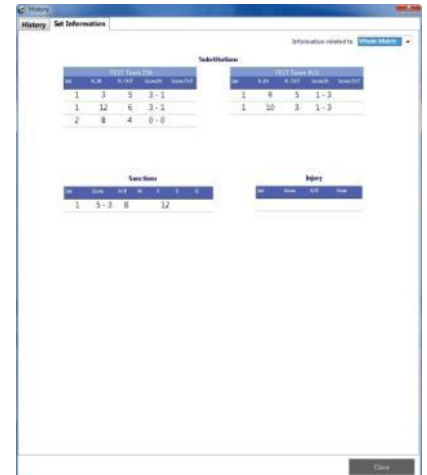
SAVE & EXIT: this button is used to close the match scoring window. You will be then asked to save the match in the specified path.

The above buttons are always present in the match scoring window, whereas these two buttons only appear (on the bottom right hand side) when the Start Set has been pressed and the set has started:

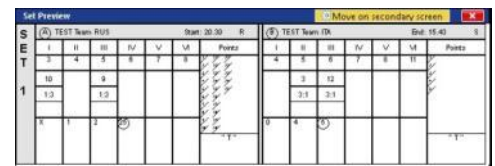
HISTORY: to view the report of the match:



In this same window, in the second tab "set information" you will find the match history filtered by substitution, sanction and injury. This information is entered automatically by the program and cannot be changed manually.



PREVIEW SET: to view a breakdown of the set in the following window of the FIVB form:



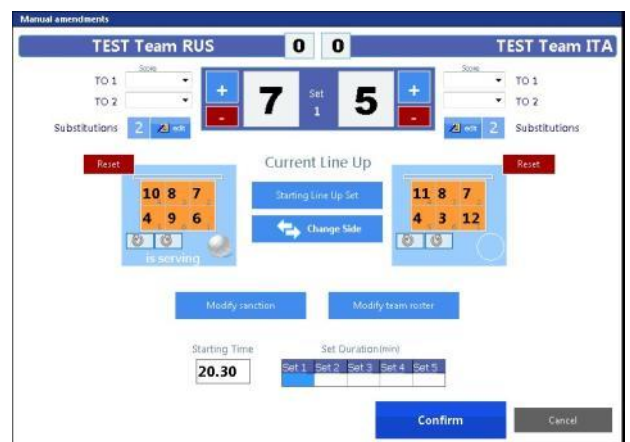
MANUAL CHANGES, is used to manually modify the match. The following window will be displayed:

This window is divided into different sections:

TIME OUT: It is possible to assign the time out at a particular score for each team.

POINTS: increase or decrease the match points

SUBSTITUTIONS: It is possible to manually change the substitutions. By clicking on the icon next to substitutions the following window will appear:



Here you can associate the number of the player that entered and the one that was substituted, the score when he entered and the score when he left the court.

CURRENT LINE UP

In this section you can:

- change the line up



- rotate the line up
- set starting line up
- change team sides
- assign the serve

OTHER SECTION

In this section you can modify team sanctions and team rosters:

MODIFY PENALTY: to manually modify penalties in the following window



MODIFY TEAM ROSTERS: to manually modify the team rosters in the following window



MATCH INFORMATION

In this section you can change the starting time and the duration of each set, in minutes.

END OF MATCH (FOR SPECIFIC FEDERATIONS)

At the end of the match (when all the sets are finished and when one of the two teams has won).

When you confirm the end of the last set the following button will appear in the centre of the screen:



Press the Scoresheet approval button and the following window will be displayed:

in this window, according to the Federation, the referee and the supervisor will enter the passwords to confirm the end of the match and it will be possible to view the technical comments and add additional notes if required.

The technical comments are the manual changes that are made during a match and cannot be changed.

By pressing OK you will be asked for the destination folder where you want to save the match.

When the destination folder has been selected the program will elaborate and display the following window:

This window displays the teams and the final scores with the date, season and name of the referee and allows you to perform the following operations:

- upload match
- print scoresheet

It is mandatory for specific Federations to send the match to the server at the end of the game.

If the match has not been approved or sent, the following window will appear with the warning message to say it has not been sent.



RESTORE MATCH

This function is helpful when there are problems on the computer and you need to restore a match on another computer.

When you enable this function in the Options window, after every rally the program will automatically save the full match on the USB removable drive.

If you need to restore a match connect the USB drive to the computer and press Restore Match in the main window.

The following window will appear, press Restore and the program will open the match from where it left off.

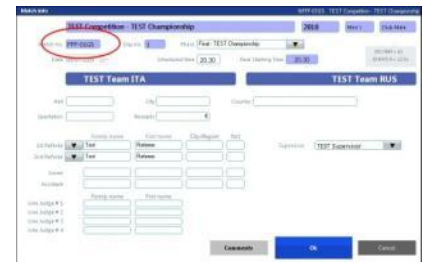


GOLDEN SET

click on the "Play Golden Set" button at the end of the match in order to play a golden match, once a match has been played.



The Match notes window will appear and the Match No will state GS which indicates you are about to open a Golden Set.



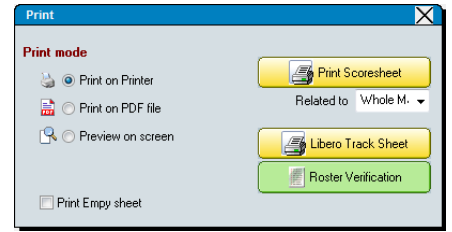
The match will start directly from the 5th set and you will have to confirm Players and Line-Up. All team and match information will automatically be loaded from the previously selected match .



SCORESHEET

PRINT SCORESHEET

This button allows you to print the scoresheet.
For the NCAA Women the window will be the following:



For all other teams and Federations, the window will be the following:



Here is an example of the scoresheet that is generated:

Set	Start	End	Points
1	19:50	20:17	25-22
2	20:22	20:50	25-23
3	20:55	21:22	25-23
4	21:27	21:54	20-25
5	22:00	22:27	15-12

Team	Player	Kills	Blocks	Errors
TURKEY	1. YILMAZ, ILKAY	1	0	0
	2. KURBANOV, FARHOD	1	0	0
	3. VAN DER VLIET, JIM	1	0	0
	4. SAHIN, YUSUF	1	0	0
	5. SAHIN, YUSUF	1	0	0
	6. SAHIN, YUSUF	1	0	0
	7. SAHIN, YUSUF	1	0	0
	8. SAHIN, YUSUF	1	0	0
	9. SAHIN, YUSUF	1	0	0
	10. SAHIN, YUSUF	1	0	0
	11. SAHIN, YUSUF	1	0	0
	12. SAHIN, YUSUF	1	0	0
NETHERLAND	1. VAN DER VLIET, JIM	1	0	0
	2. VAN DER VLIET, JIM	1	0	0
	3. VAN DER VLIET, JIM	1	0	0
	4. VAN DER VLIET, JIM	1	0	0
	5. VAN DER VLIET, JIM	1	0	0
	6. VAN DER VLIET, JIM	1	0	0
	7. VAN DER VLIET, JIM	1	0	0
	8. VAN DER VLIET, JIM	1	0	0
	9. VAN DER VLIET, JIM	1	0	0
	10. VAN DER VLIET, JIM	1	0	0
	11. VAN DER VLIET, JIM	1	0	0
	12. VAN DER VLIET, JIM	1	0	0

Referee	Name
1	OPRI, David
2	PARAGLARI, Fatma

Official	Name
1	BLANKS, Peter
2	BLANKS, Peter
3	BLANKS, Peter
4	BLANKS, Peter
5	BLANKS, Peter
6	BLANKS, Peter
7	BLANKS, Peter
8	BLANKS, Peter
9	BLANKS, Peter
10	BLANKS, Peter
11	BLANKS, Peter
12	BLANKS, Peter

PRINT PREGAME

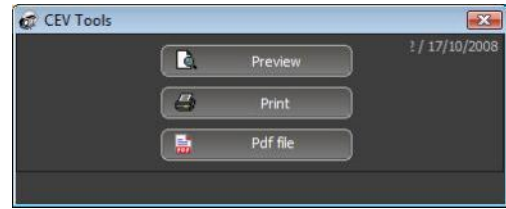
This button allows you to print a preview of the scoresheet:

Competition: EUROPEAN LEAGUE 2008		Match no.: ELF-02 Day: 1		Division: Men's		Pool/Phase: Semi Finals		Category: Senior	
City: BURSA		Country: Turkey		Hall: Ataturk Spor Salonu		Date: 6 Aug 2008		Time: 17.00.00	
NETHERLAND  -  TURKEY									
PRE-GAME SCORESHEET									
NETHERLAND					TURKEY				
Nr	Name of the player	Nat.	Card no.		Nr	Name of the player	Nat.	Card no.	
1	BADEMAKJIS Roland		08253		1	C KONYAK Ulas		13328	
3	C VAN HARSKAMP Yareick		14470		5	L SARIH Nuri		56603	
8	VAN DUJK Kay		13272		6	DURUGUT Ersin		18894	
10	RAUWERDINK Jeroen		11890		8	GUC Volkan		03216	
11	SNIPPE Jan-Willem		16436		12	EKSI Arslan		12157	
13	VLAM Tije		12263		14	DUNGE Erhan		14327	
14	KLAPWIJK Neels		18842		17	KURTAR bursal Cem		17062	
15	LORSHUIG Lars		14472		18	CIN Kadir		17105	
18	MAAN Jelle		14473		19	BARIS Fatih		12257	
19	L MAST Mathijs		15708		20	EMET Ibrahim		25073	
20	VAN DER MARK Bar-Jan		16435		23	BATLUR Emre		19041	
22	STOLTZ Wouter		21013		24	DAGCI Canayt		18515	
OFFICIALS					OFFICIALS				
C	BLANGE Peter		C		C	PARGINIS Gennady		C	
AC	VAN ERP Eij		AC		AC	FANGAREGGI Mario		AC	
M	LANGENHORST Ton		M		M			M	
T	DAVISE Land		T		T	BADEM Haluk		T	
D	STEENHARD Piet		D		D	MUTLUSER Cevat Ahmet		D	



CEV FORMS

This window appears when you press the CEV FORM button only for CEV Competitions.



 EUROPEAN LEAGUE 2008 Semi Finals 2008 MATCH RESULT REPORT	CEV Form CL-12					
The hosting CLUB must communicate the result of the match to the CEV Office immediately following the end of the match by fax (at the latest 1/2 an hour after the end of the match) For each delay or failure in communicating the result, the hosting Club will be liable to a fine provided in the Official Regulations (Table of Financial Sanctions, Chapter 8, Item 1.11) amounting to 700,- Euros!!! FAX : [**-352] 25.46.46.46						
Venue:	BURSA	Date:	19 Jul 2008	Time:	17.12	
Match N°:	ELF-02	Hall:	Ataturk Spor Salonu	Pool/Phase:	Semi Finals	
Spectators:						
HOME TEAM: NETHERLAND		RESULT	VISITING TEAM: TURKEY			
N° C/L Name of Player	3	Sets Won	1	N° C/L Name of Player		
1 RADEMAKER Roland				1 C KTYAK Ulas		
3 C VAN HARKAMP Yannick	HOME TEAM	Points Won	VISITING TEAM	5 L SAHIN Nuri		
8 VAN DIJK Kay	25	Set 1	21	6 DURGUT Ersin		
10 RAUWERDINK Jeroen	25	Set 2	19	8 GÜC Volkan		
11 SNIPPE Jan-Willem	31	Set 3	33	12 EKSI Arslan		
13 VLAM Tje	25	Set 4	16	14 DÜNGE Erhan		
14 KLAPWIJK Niels		Set 5		17 KURTAR Ismail Cem		
15 LORSHEJJD Lars	106	TOTAL	89	18 CIN Kadir		
18 MAAN Jelte		BLANGÉ	1st Coach PARSINS	19 BARIS Fatih		
19 L MAST Mathijs		VAN ERP	2nd Coach FANGAREGGI	20 EMET Ibrahim		
20 VAN DER MARK Bart-Jan		1st Referee: GRIL David		23 BATUR Emre		
22 STOLTZ Wouter		2nd Referee: PASQUALI Fabrizio		24 DAGCI Cüneyt		
Substitutes		STARTING PLAYERS			Substitutes	
①	I II III IV V VI	Sets	I II III IV V VI	①	I II III IV V VI	
②	3 10 20 8 11 15	1	20 12 18 24 8 23	③	1 17 14 6 19	
③	3 10 20 8 11 15	2	12 18 24 8 23 20	④	17	
④	3 10 20 8 11 15	3	20 12 18 14 8 23	⑤	1	
⑤	3 10 20 8 11 15	4	12 18 14 8 17 20	⑥	1	
⑥	3 10 20 8 11 15	5		⑦	1	
GAME JURY MATCH REPORT						
HEADLINE:			SETS DURATION:			
MAX. TEMPERATURE:		MAX. HUMIDITY:		Set 1 27 min.		
REMARKS:			Set 2 25 min.			
WINNING TEAM: NETHERLAND			Set 3 38 min.			
DOPING CONTROL (if applicable):			Set 4 23 min.			
N° of player drawn	Home Team	Visiting Team	Set 5 min.			
Coach Team A	Coach Team B		Total 113 min.			
CEV SUPERVISOR						


LITESCORE


LiteScore is a portable two faced led scoreboard that can be used at all levels and can display scores in all kind of conditions.





LiteScore is a plug&play device: the lite Score buttons will automatically appear in the e-Scoresheet window when connected to the computer using e-Scoresheet.

Four buttons will appear:

Press this button  to Show the player in the serve position (one button for each team).

Press this button  to invert the position of the team on the LiteScore.

Press this button  to send an audio signal to the acoustic device.

This button  will update LiteScore with information from e-Scoresheet.



Led Score displays the official score, the winning sets, the number of time outs and substitutions.

You can control events thanks to the wireless remote control and can also be used during training. It can be used for example to display the score in specific situations (i.e. wash drills), recall player's attention, and much more.

It is used to control events during a match and during training.

WARRANTY

WARRANTY RESTRICTIONS

Data Project S.r.l. is not responsible for loss, damaged or a non correct use of the software. Data Project S.r.l. will not be liable for any direct or in direct damages caused by the use of the software products.

CONSUMER PROTECTION

In the event of problems related to the software, the responsibility and the sole solutions will be at the discretion of Data Project S.r.l.:

The repair or replacement of the software;

The warranty becomes void when the software problems are caused by accidents, incorrect use or misapplication of the product..

PROCEDURES TO FOLLOW

During the warranty validity, please contact our technical support department on 0039 089 6307845 or send us an email score@dataproject.com, tech@dataproject.com in the event of performance problems of the program.

Our customer service lines are open, from 9,30 to 1:00 pm and from 3:00 pm to 6pm, Monday to Friday, except public holidays

The technical support service is limited to the use of the software procedures and whenever possible a direct problem solving consultation.

Should our customer service department not be able to solve the problems, please send a written request directly to Data Project S.r.l., detailing the error the steps that led to it, and when possible, a copy of the file archive that caused the problem; Data Project S.r.l. will endeavour to examine the problem and update the company website www.dataproject.com with the modified software procedures.

ADDITIONAL WARRANTY SERVICE

The client, during the warranty validity, can download all relative updates for the purchased software version from the Data Project S.r.l. website www.dataproject.com