Short Digibou explanation

More details can be found here

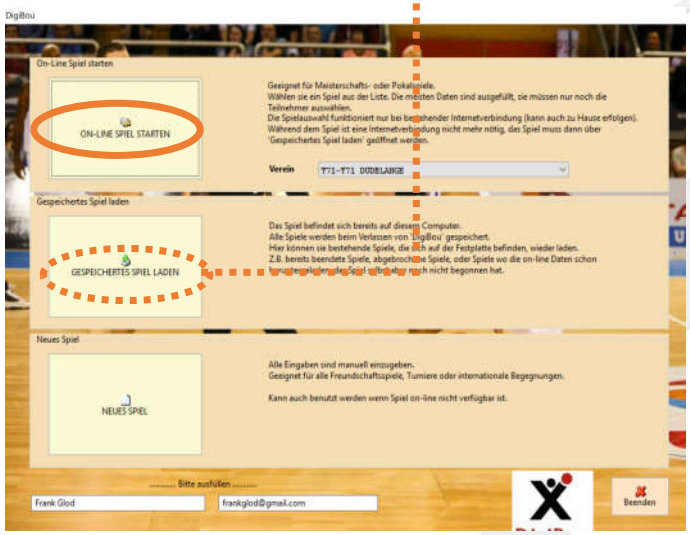
https://webmail.pt.lu/webmail/filestorage/MTk3MTgwODgyNA/

DigiBou

Summary

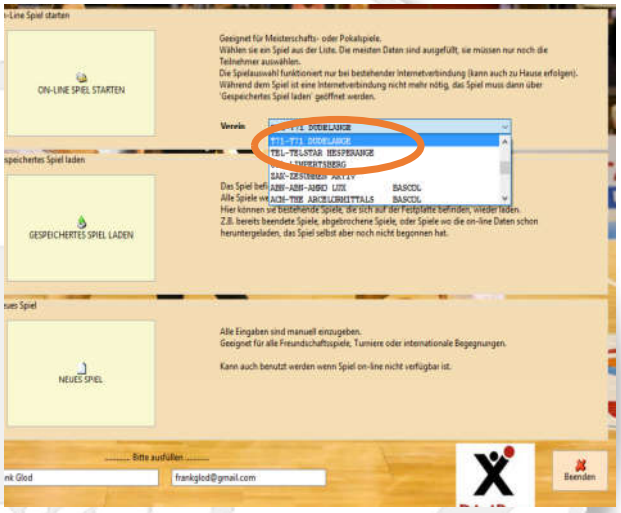
1. Start

You can also load game you have prepared and saved earlier. Experienced Users only!



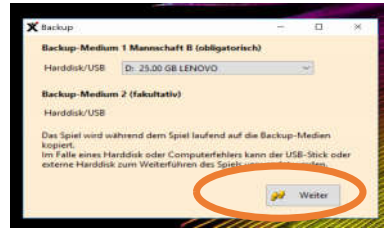
Select Team/Verein

1



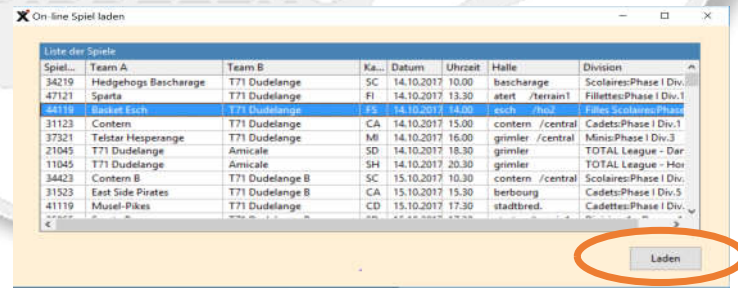
Click Online Spiel Starten

2



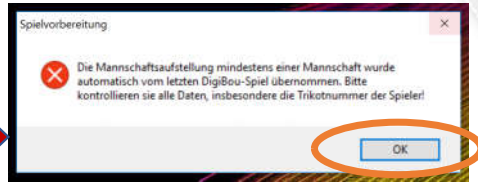
Select where game is saved
Visiting team should bring USB stick and game can be saved on their stick too

3



Select Game/Spiel then Press Laden

4



5

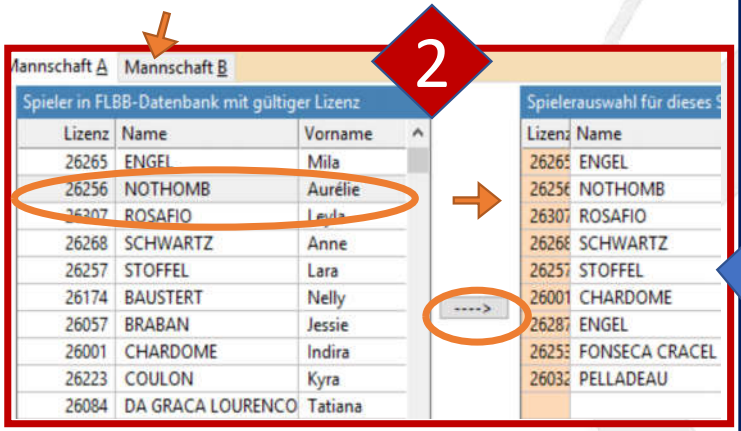
Press ok

If Team has already played in season this warning tells you that the player selection from last time will be loaded = Nice!

2.Preparing the Digibou

You should go in flight mode now to avoid didgbou doing updates in the middle of the game ! = Precaution

Use tabs to switch between teams



You can move any eligible player from list to team selection(Spielerauswahl) by highlighting player and pressing --->

List of Coaches is below

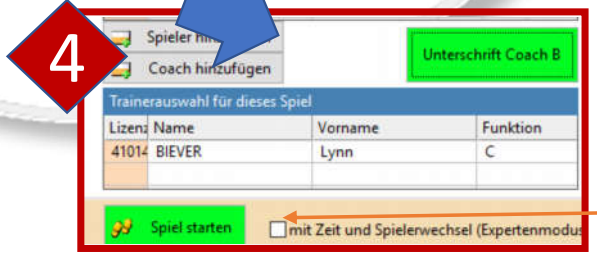
Automatic = Magic

Manual addition of players should not be necessary!

Fill in names
Leave blank if not required

1. Check Trikot number
2. Mark starting 5 with X
3. Designate one Captain (C)
4. Have Coach sign

All entries always need to be confirmed with ENTER botton



You can only start game if both coaches have signed

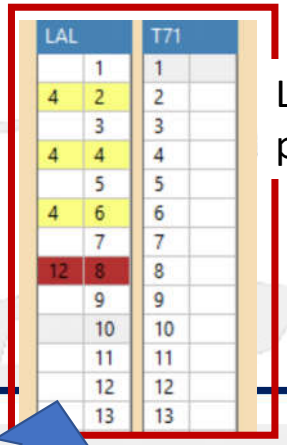
DON`T TICK THIS, ...EVER ☺

3. The Digibou

All entries always need to be confirmed with ENTER botton
All stats are automatically updated = Nice ☺

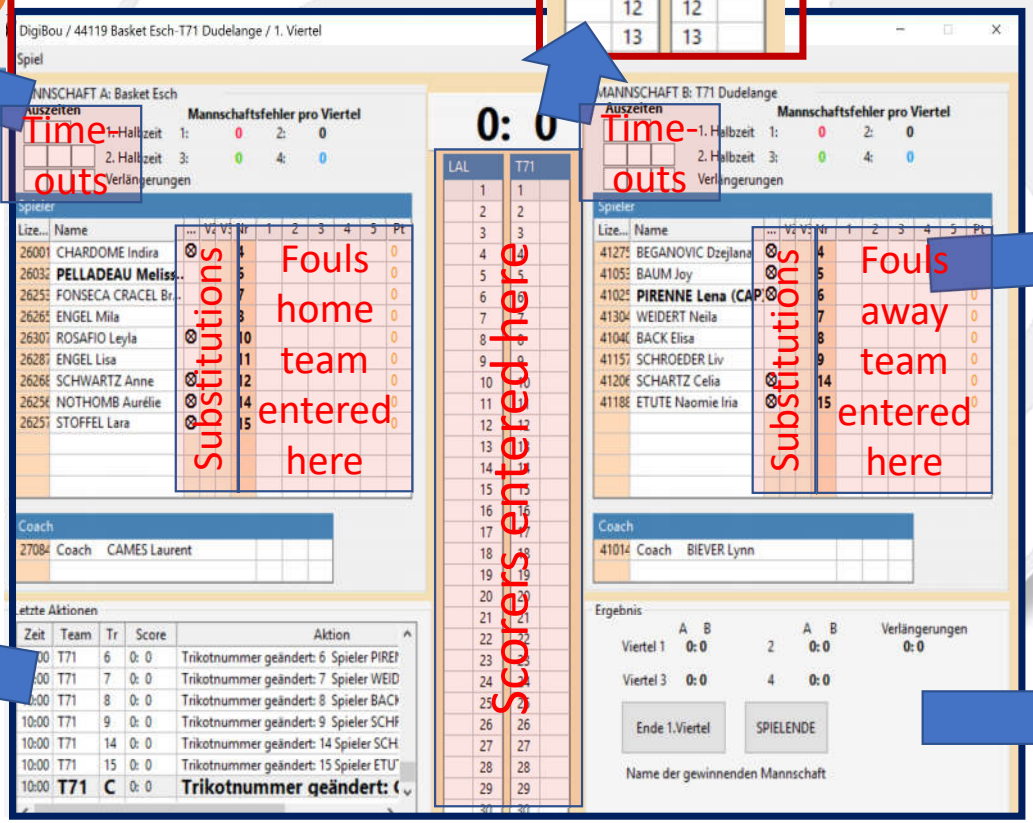
Automatic = Magic

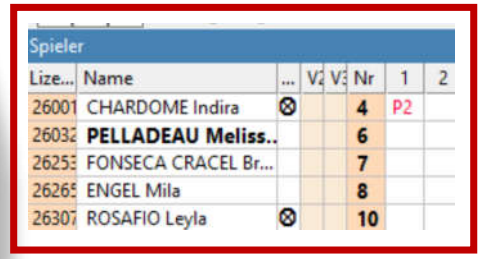
Fill in time-outs as usual



Like for paper Bou just enter number of player scoring next to score

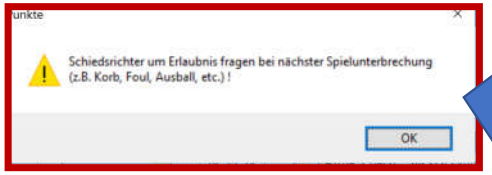
Areas where you enter info

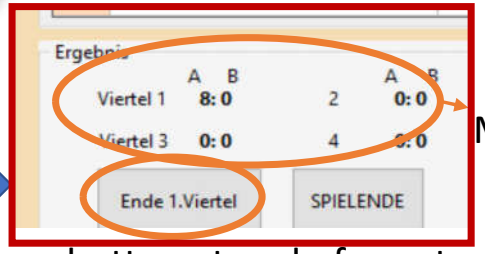




Fill in Fouls as usual

You can always correct last actions. To undo actions before that however, the referee needs to sign a pop up window (below). Don´t Panic: Just wait for the next time stopage and call the Ref.





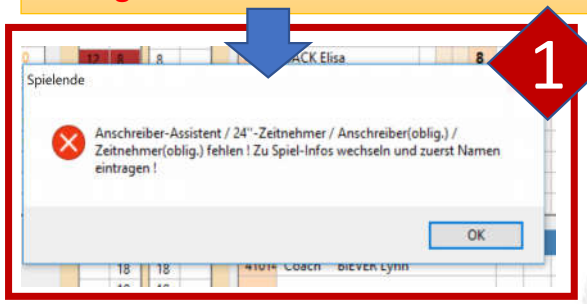
Magic

Press button at end of quarters

Note: You cannot go back…ever

4. Finale

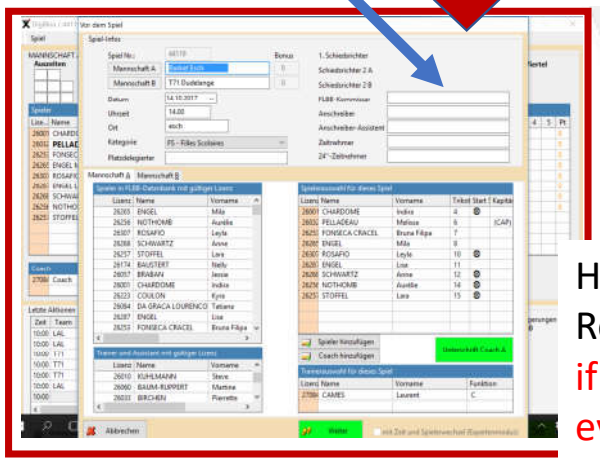
Once game is over click SPIELENDE Button

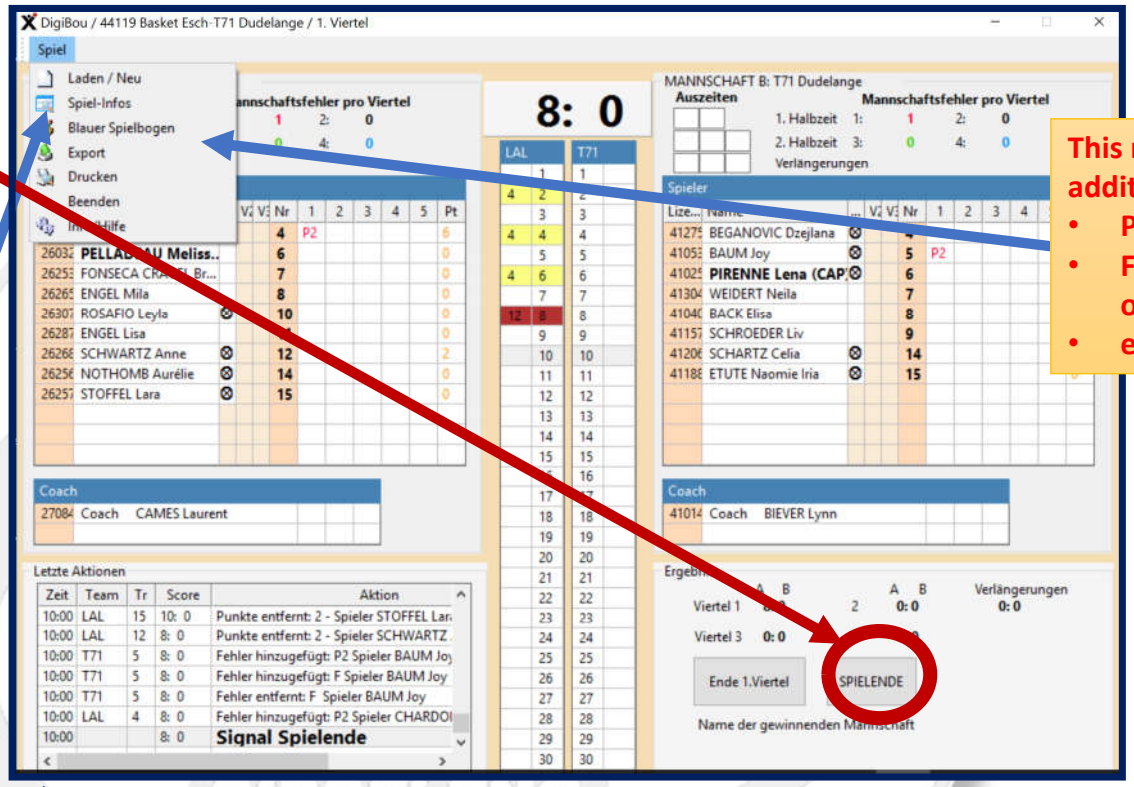


1

You may get a warning that not all officals have been added to BOU
Go to SPIEL and click Spiel – Infos
Add missing data

2



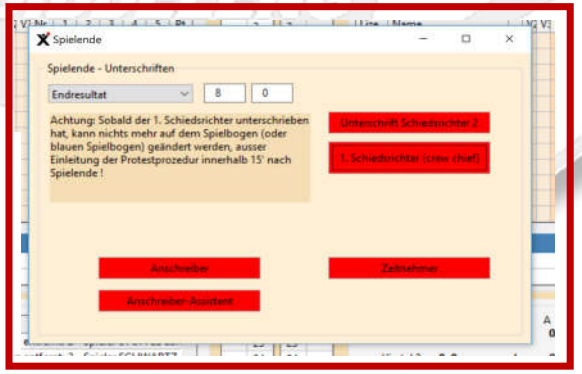


This menu gives you additional options:

- **Print and save Bou**
- **Fill in ´Bluesheet´in case of protest**
- **etc**

3

Have officials and Refs sign BOU
if you are sure that everything is final



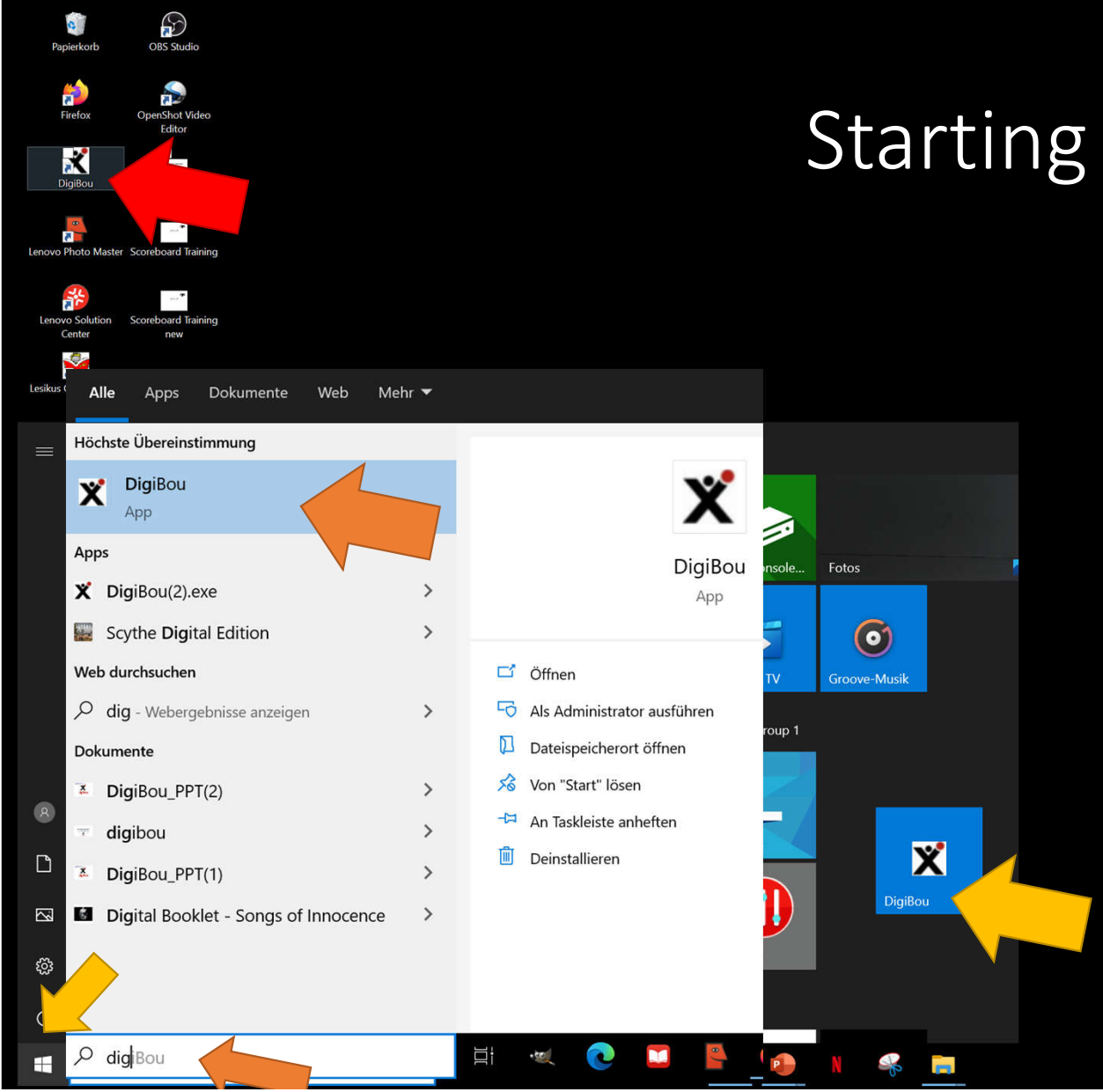
Once everyone signed you can send the results to the FLBB

4

You need to exit flight if you want to submit score to FLBB

Step by step guide

Starting Digibou App



- Click Desktop Icon

OR

- Find in Start Menu

OR

- Search for App

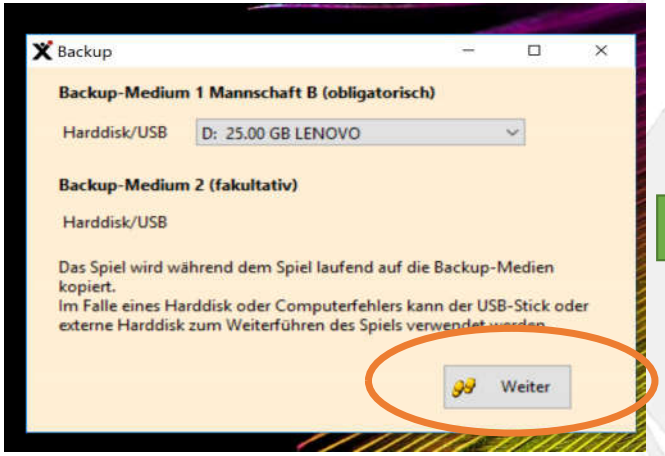
Start Screen

Click to Start a game

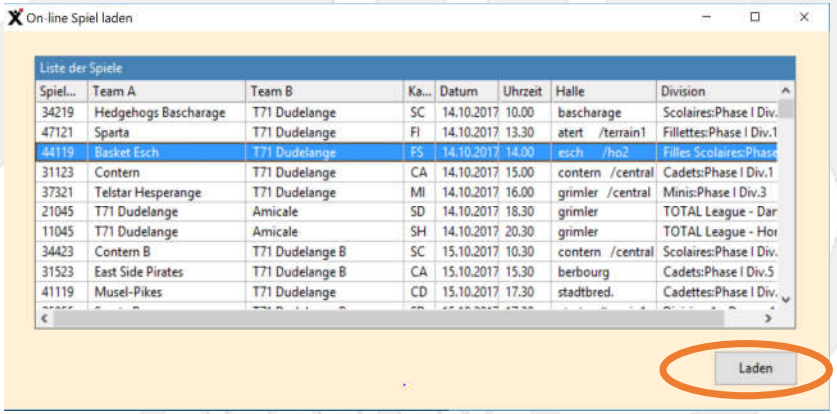
Home team
No need to change it

Language setting
You can choose
English
French
German

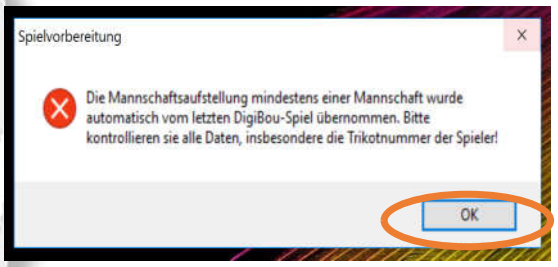
Choose game



This window asks you where to save the game. The default is ok. Just click NEXT



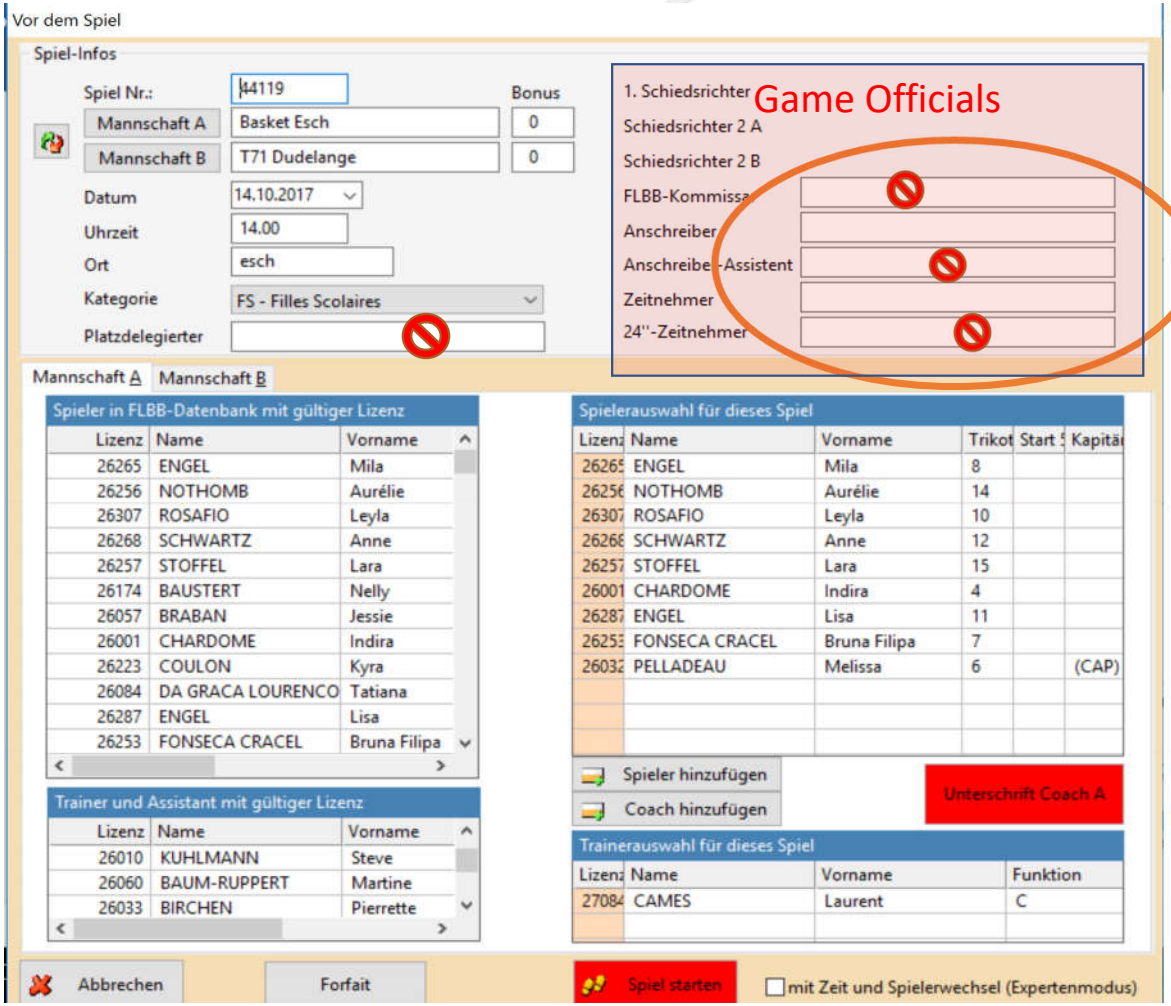
Select Game/Spiel then click Laden



This window tells you that the list of players from the previous game are loaded and prompts you to double check the numbers.
Just click OK

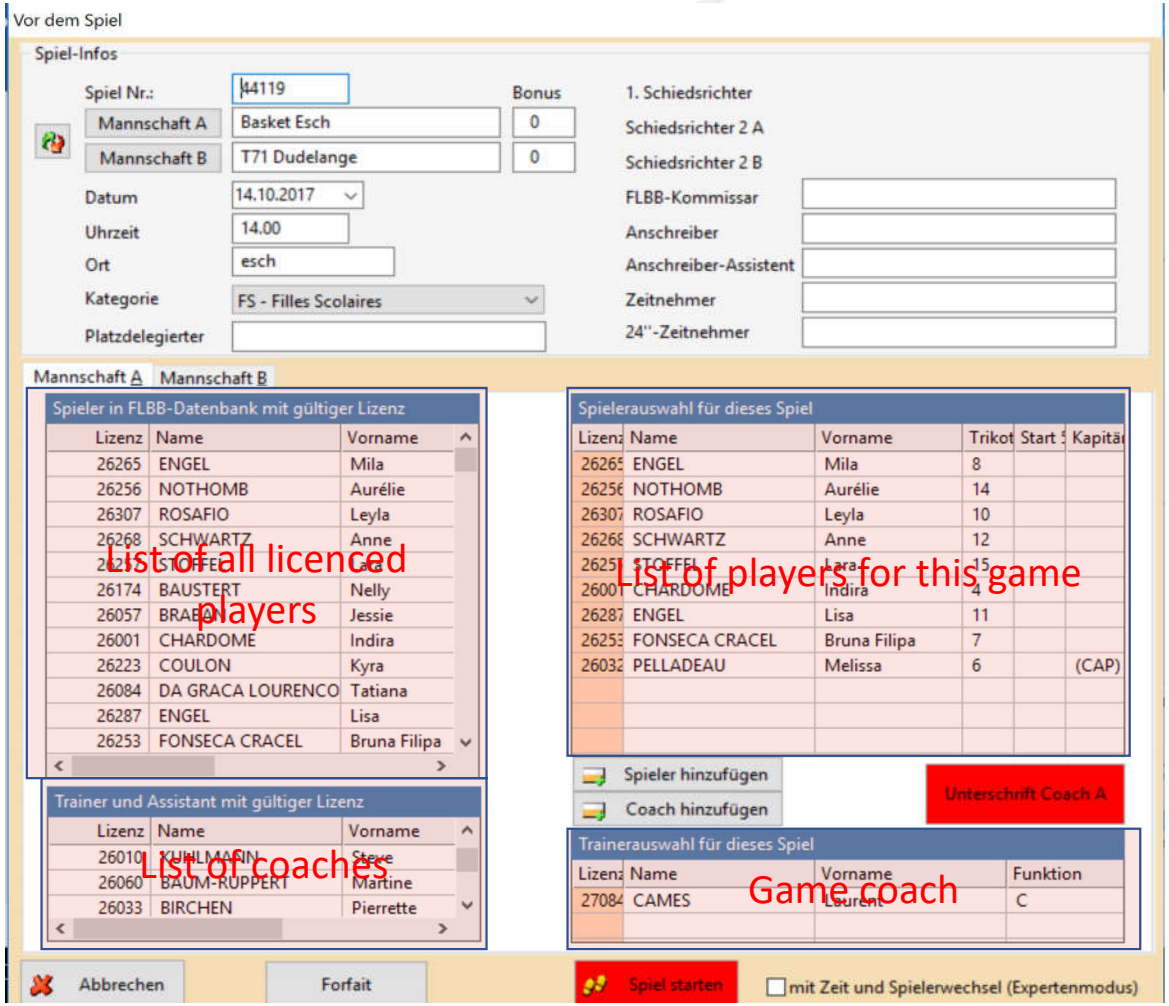
Team Setup page

Once in the Team setup page, you should go in flight mode now to avoid didgbou doing updates in the middle of the game ! = Precaution

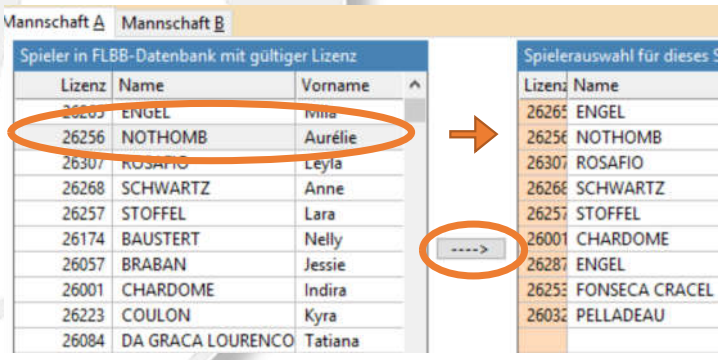


- Fill out Names of people
  - on the Timer/scorepad
  - doing the Digibou
  - Referees if not already indicated
  - FLBB Commissioner, assistants and 24 can be left blank for kids teams

Team Setup page

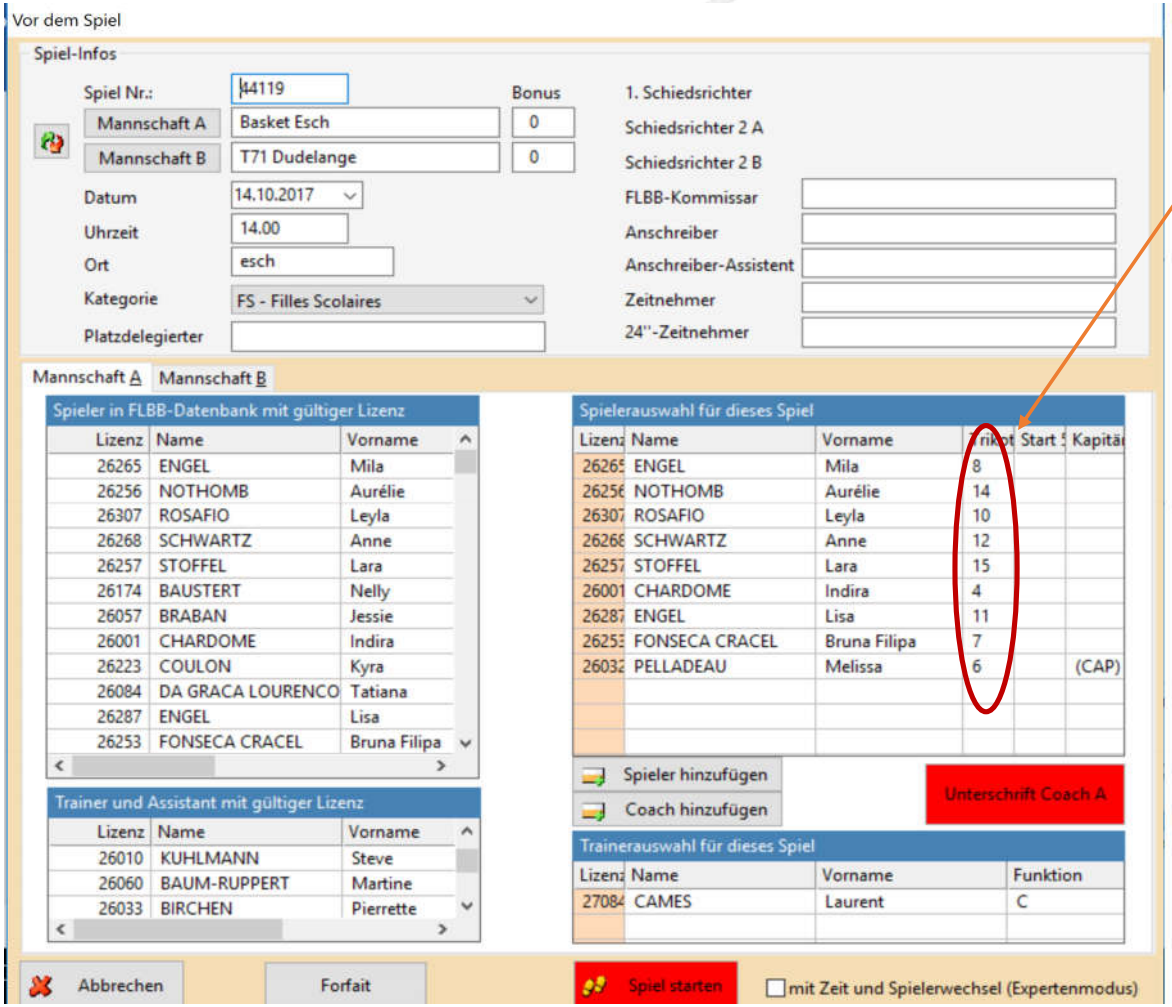


- Now check if all players are correctly listed in the list on the right
- If player is missing choose them in the list on the left hand side and press arrow in middle to add them on the righthand list



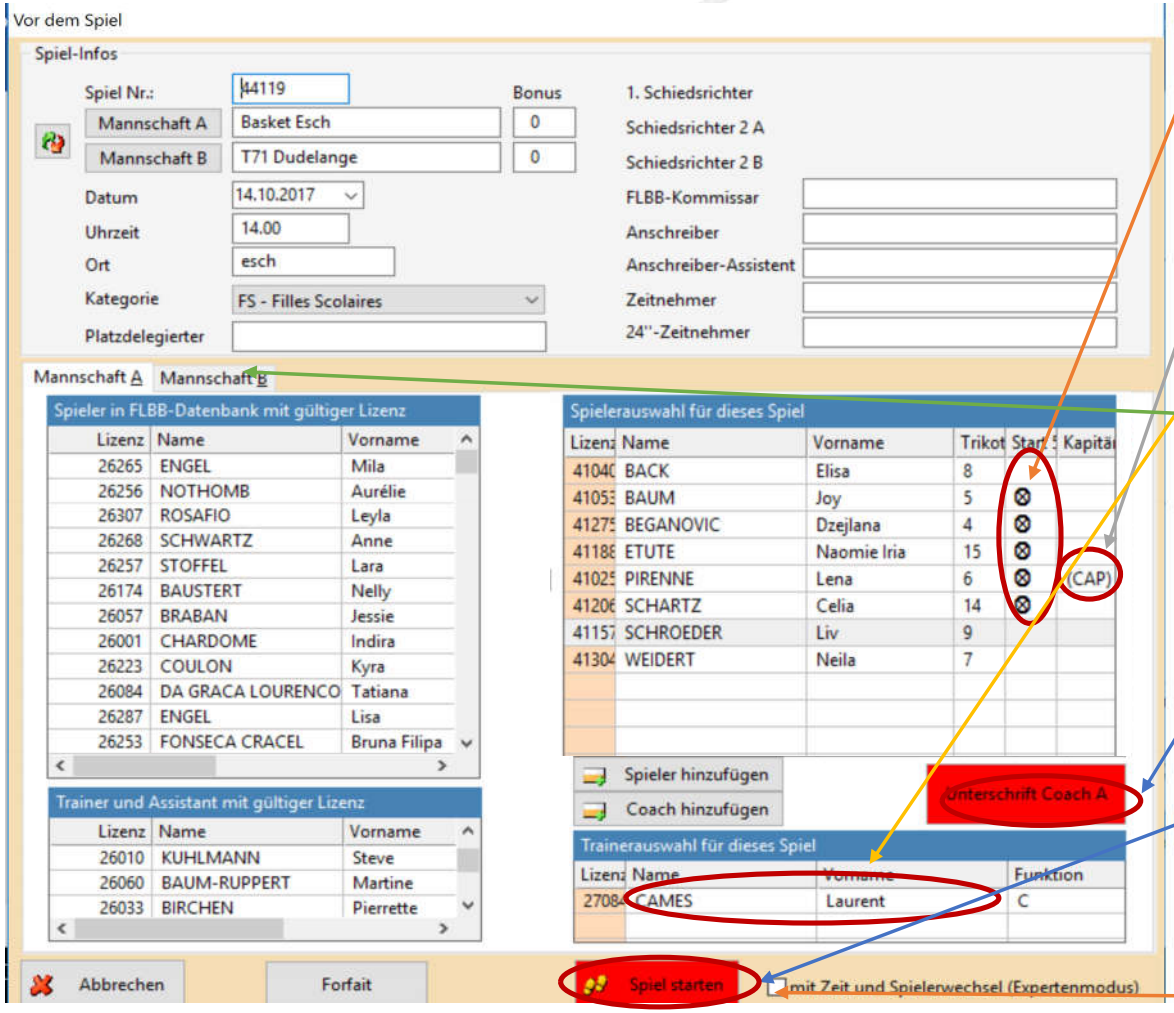
- To remove a player highlight name on the right and press arrow pointing to the left

Team Setup page



- Once all players are correctly listed check if the numbers are correct
- If not, type in correct number and press ENTER
- NOTE: the programme will not let you type in the same number twice, delete duplicate number first
- Designate the 5 players that will start

Team Setup page



- Designate the 5 players that will start by marking starting each of the 5 players with X and press ENTER
- Designate one player as the Captain. Mark an x or C in the field and press ENTER
- Also double check if the name of the Coach is correct. If not, change as you would change player
- Repeat process for other team (usually the collaegue from the other team will fill in the players of their team)
- Once everything is correct both coaches need to sign
- You can now start game (Double check before pressing button)!!
- **NOTE after that no further changes can be made!!**

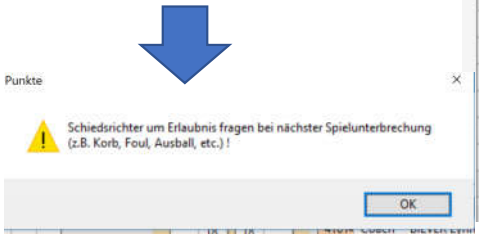
DON`T TICK THIS, …EVER ☺

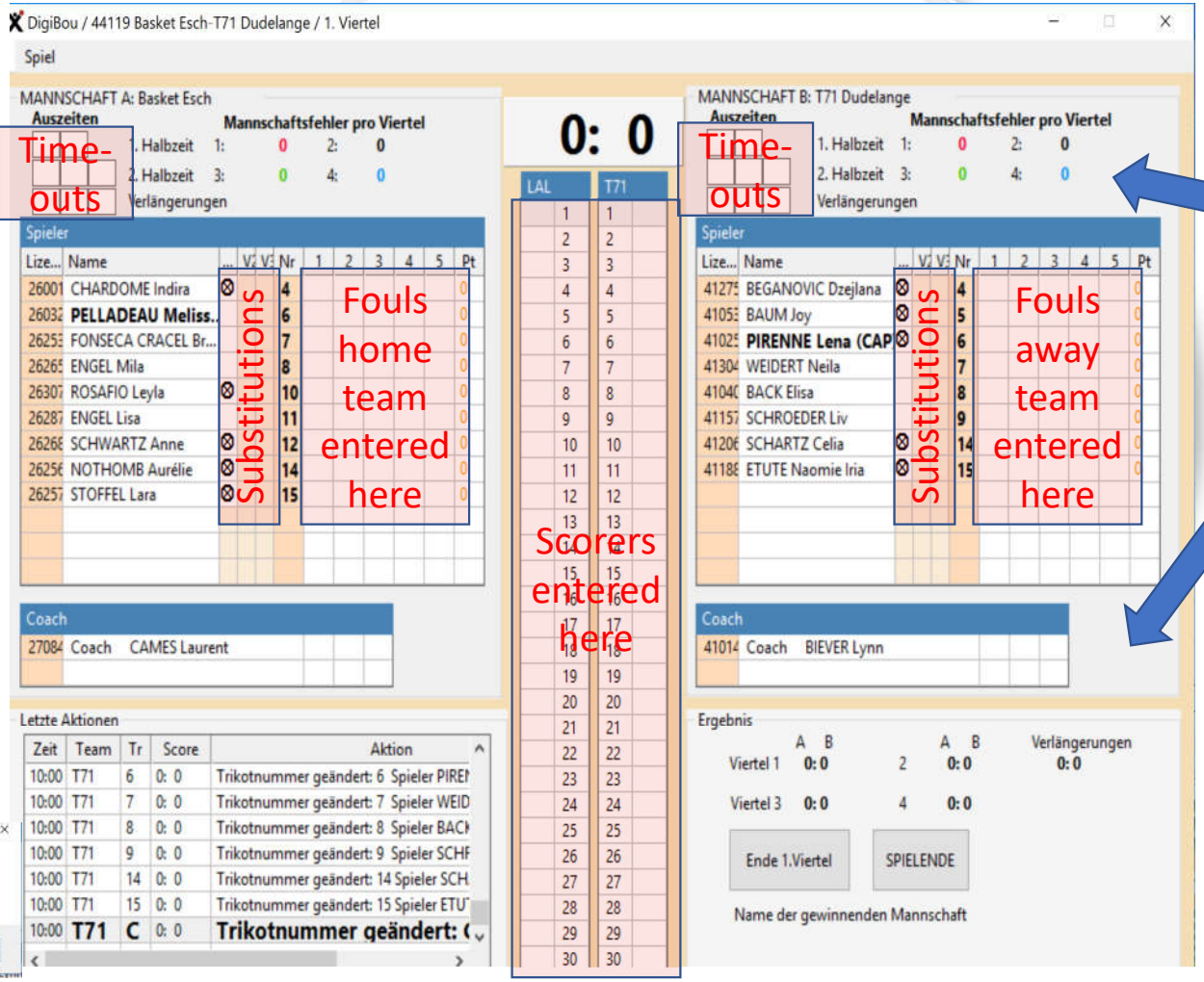
Digibou

Areas where you enter info

All entries always need to be confirmed with ENTER button

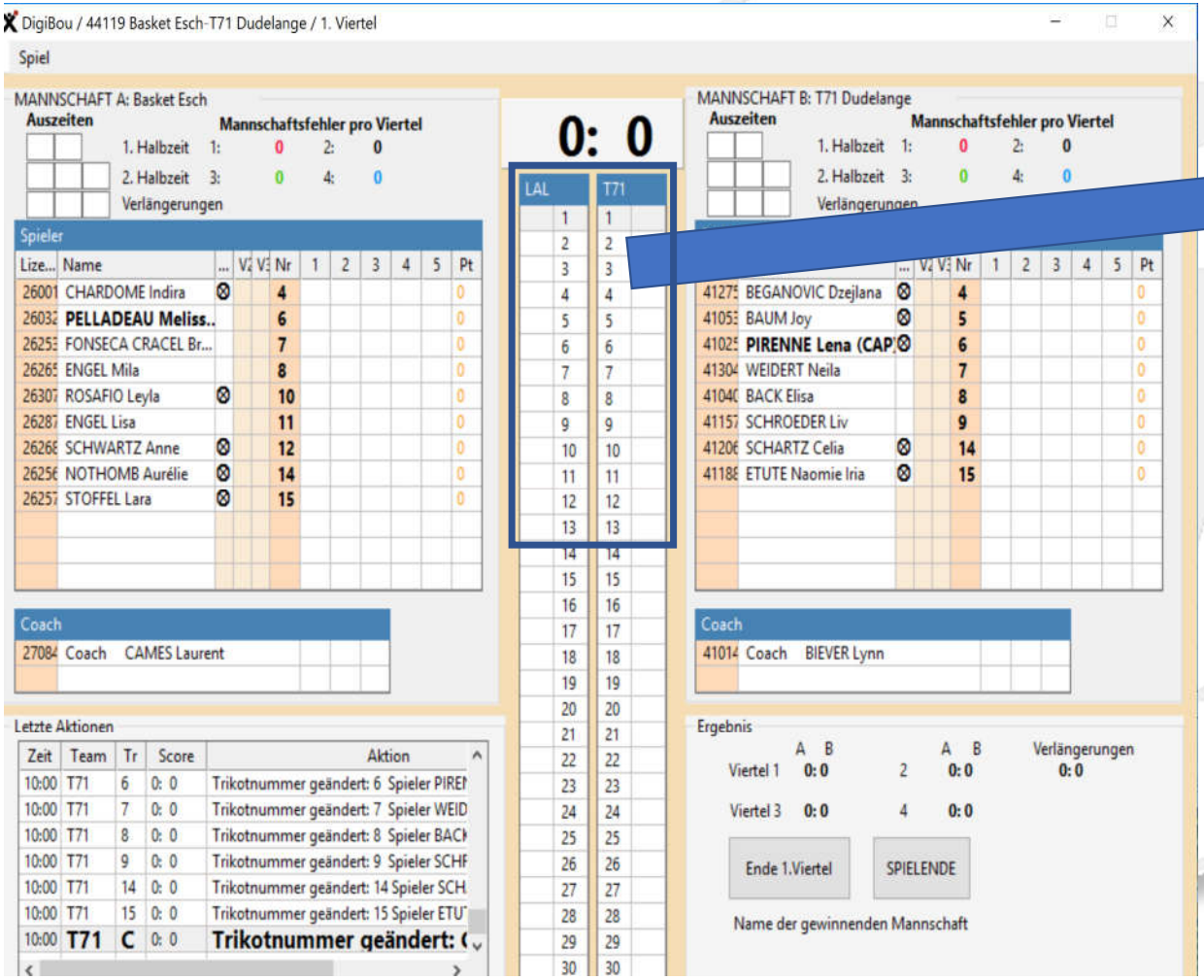
You can always correct the last action.
To undo actions before that however, the referee needs to sign a pop up window (below). Don´t Panic: Just wait for the next time stopage and call the Ref.





All stats are automatically updated = Nice ☺

Score keeping

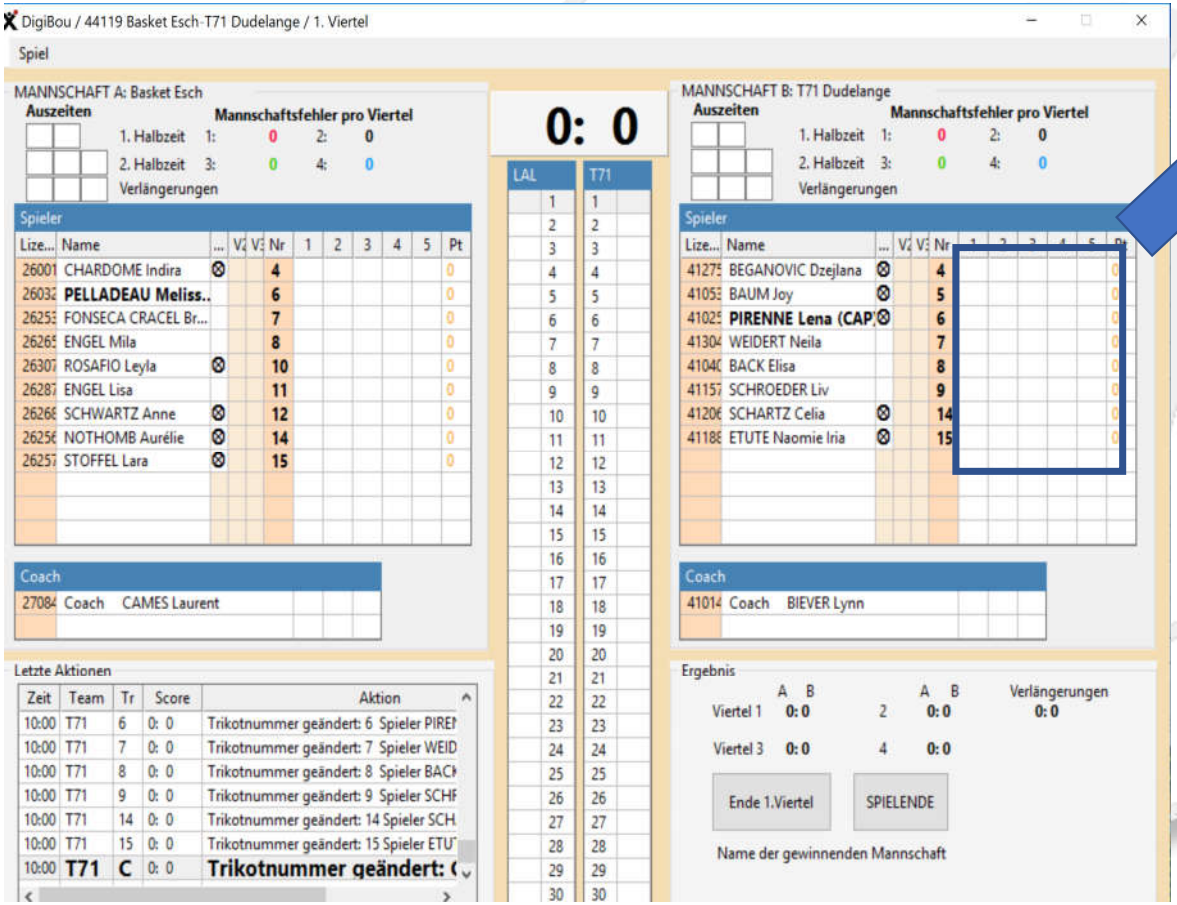


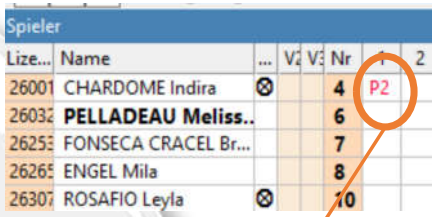
Like for paper Bou just enter number of player scoring next to score
Increase score by:

- 2 for regular basket
- 1 point for free throws
- 3 points for 3 points throw (only from Scolaires onwards!)

Press ENTER to confirm every entry

Fouls





Fill in Fouls in the spaces next to the players` names as usual

If a player commits a foul, the referee will notify the scoring table who committed the foul and what type of foul was committed

Foul type

P – Personnal foul

P1 – foul with one free throw

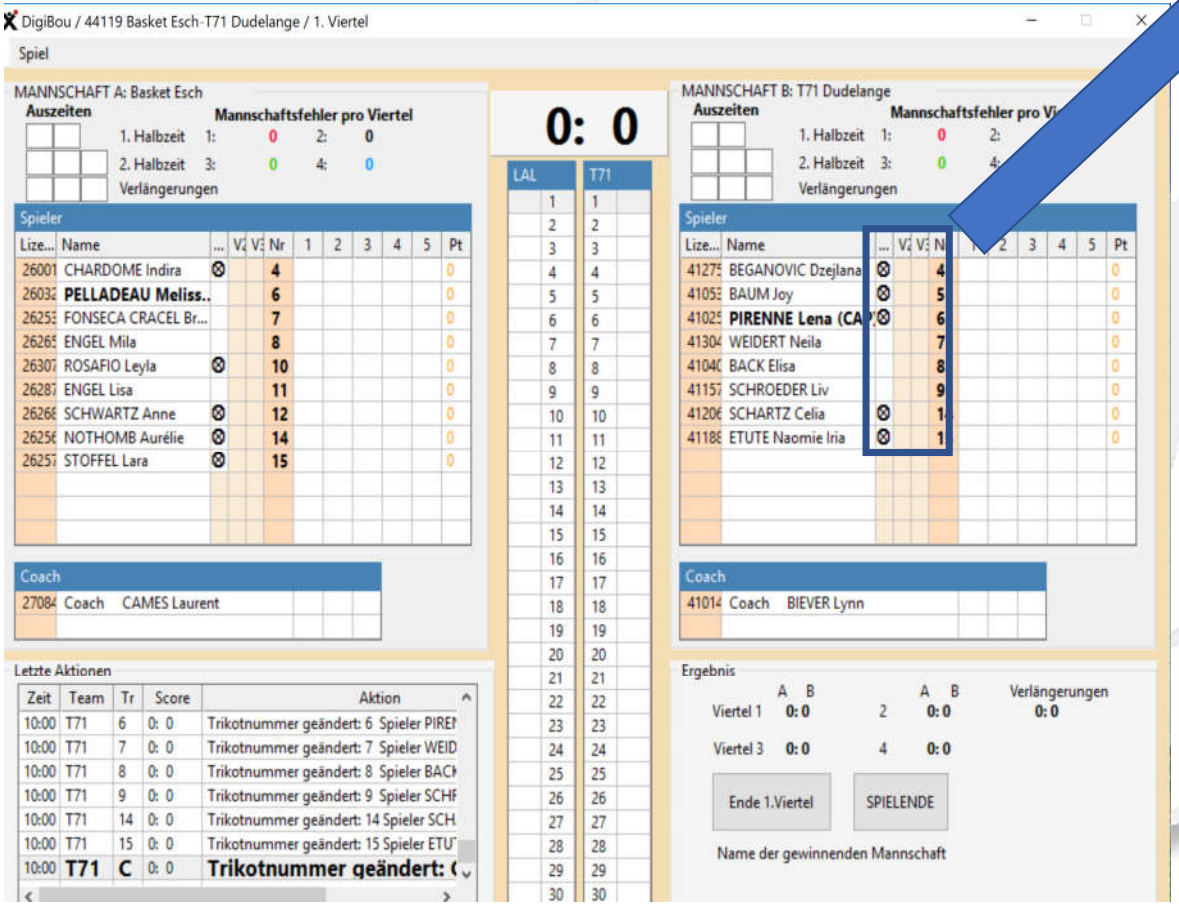
P2 – foul with two free throws

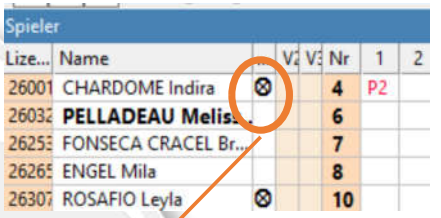
Rare:

U – Unsportmanship

T – Technical

Substitutions



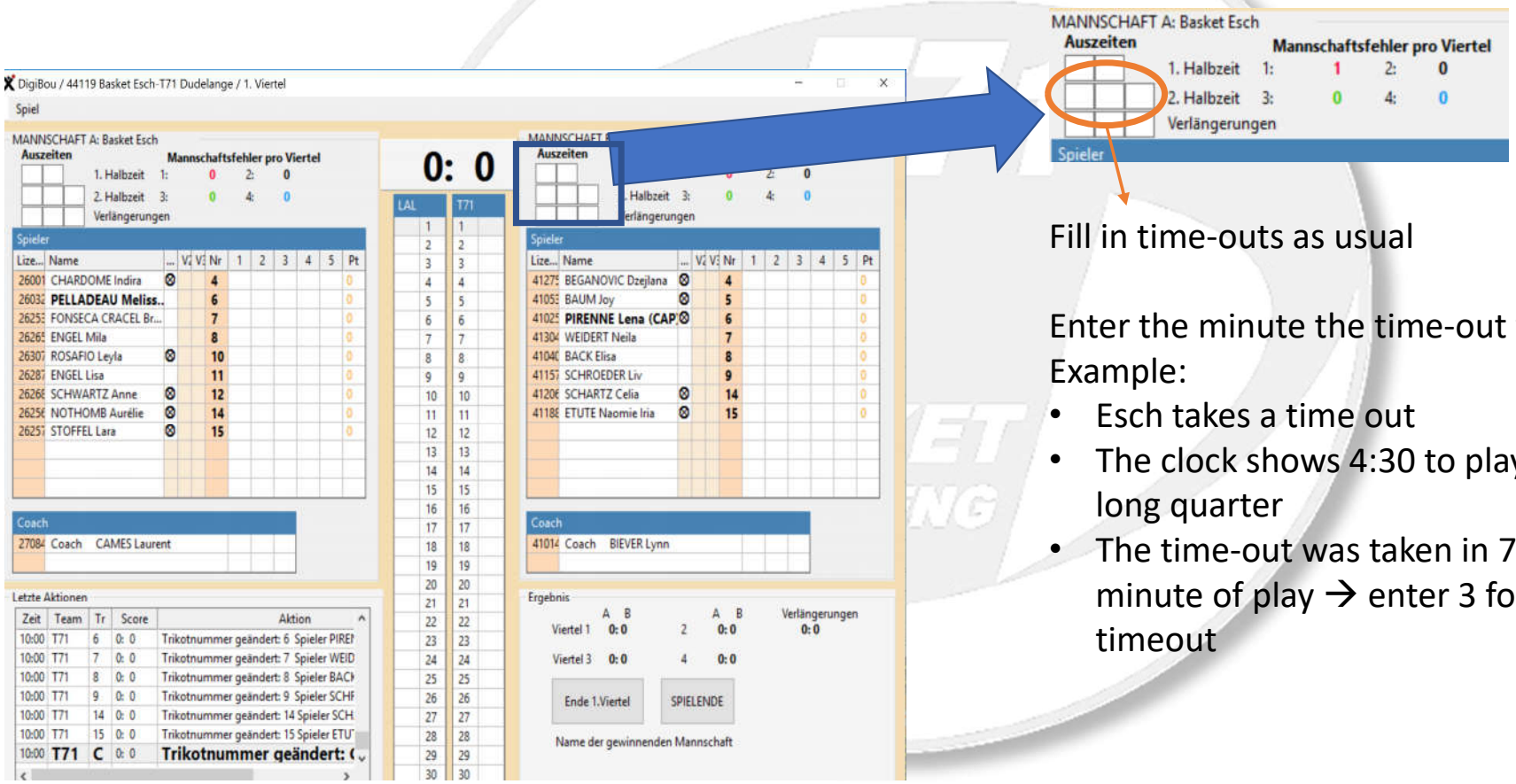


- Everytime a player enters the game mark column with an „X“
- Starting 5 are marked already with the circled X symbol
- Use 1st column for 1st quarter
- Use 2nd column for 2nd quarter
- Use 3rd column for 3rd quarter
- This will not need to be done in the 4th quarter

For junior team (up to Minis):

- Every player needs to play at least one of the first 3 quarters
- No Player can play all 3 first quarters

Time outs

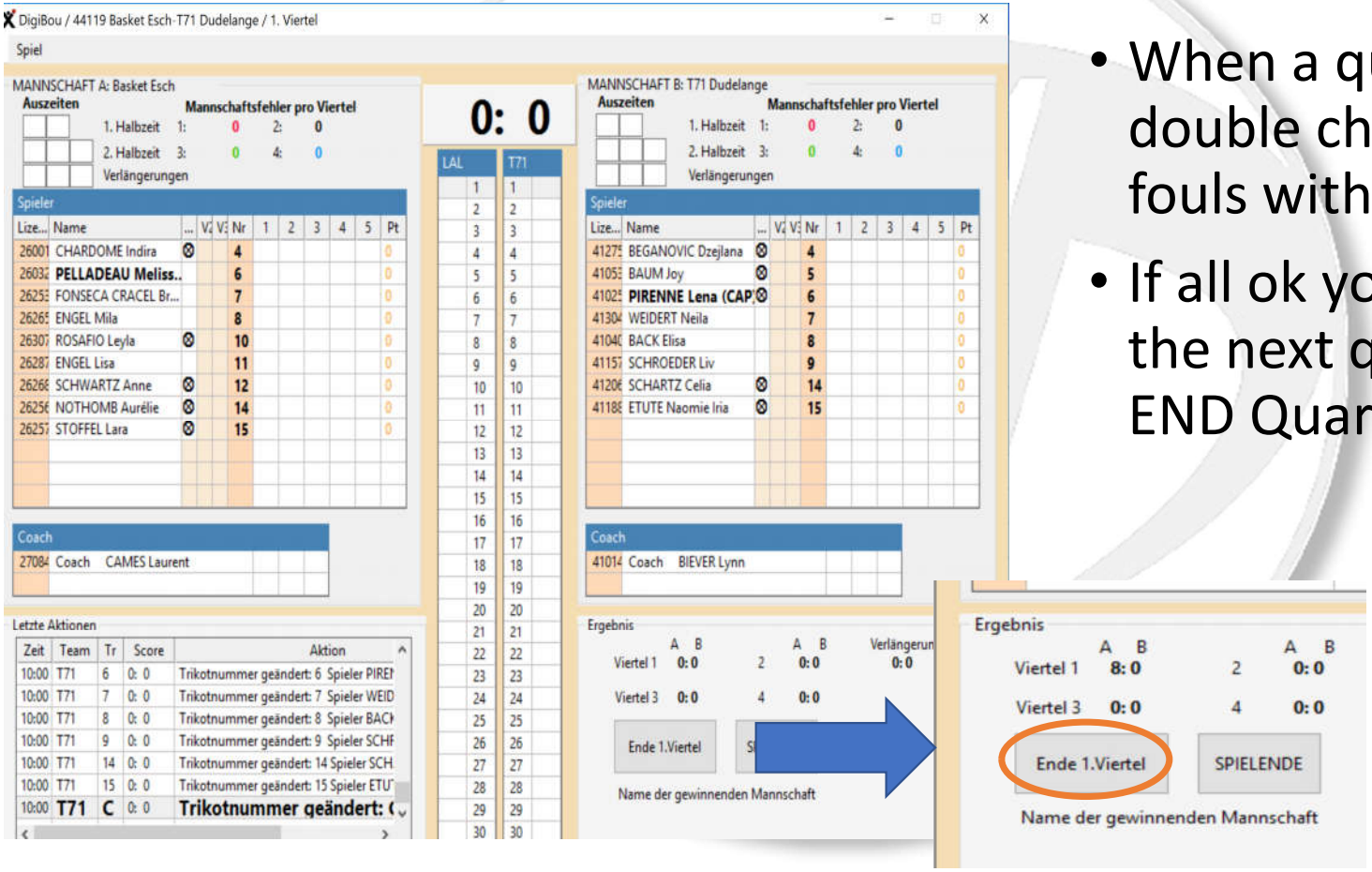


Fill in time-outs as usual

Enter the minute the time-out was taken.
Example:

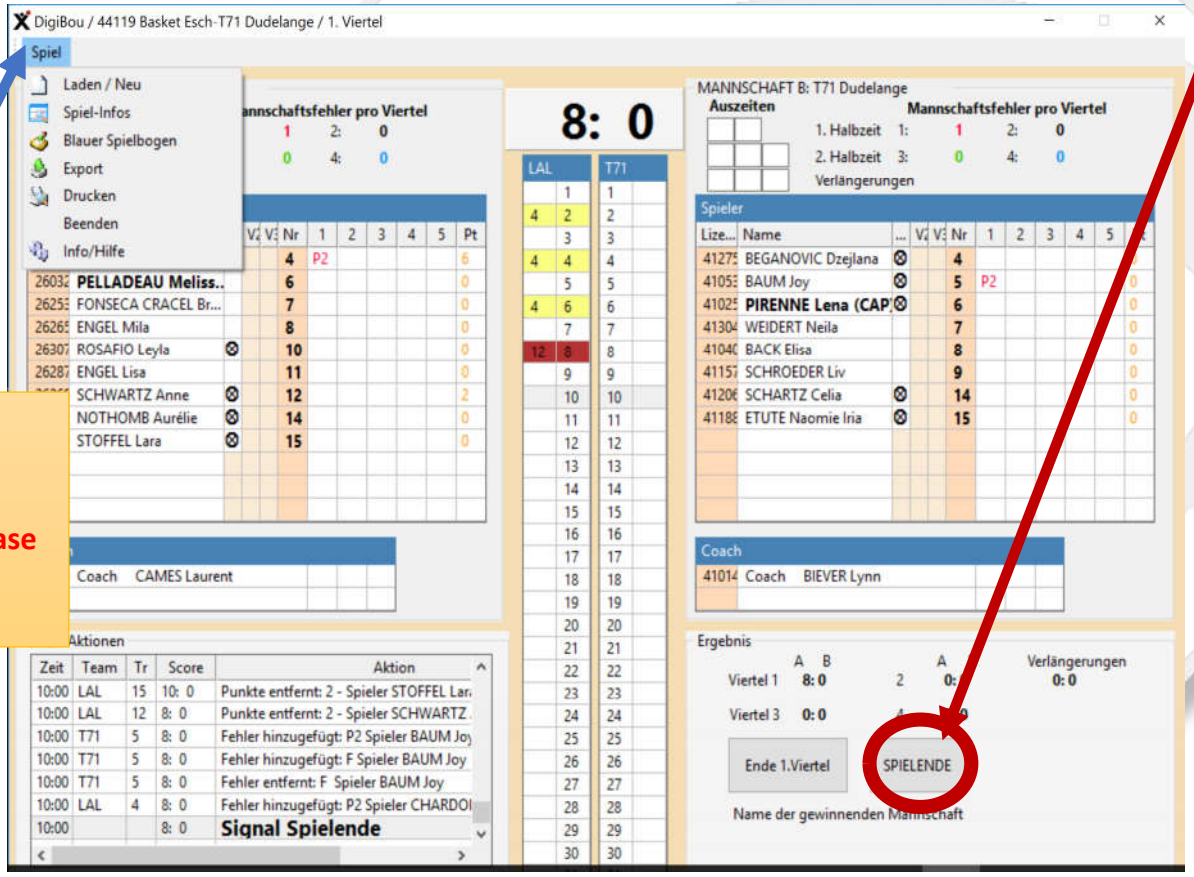
- Esch takes a time out
- The clock shows 4:30 to play in a 7 min long quarter
- The time-out was taken in 7-4 = 3rd minute of play → enter 3 for the first timeout

End quarters



- When a quarter is over double check score and fouls with stopclock
- If all ok you can switch to the next quarter click on END Quarter button

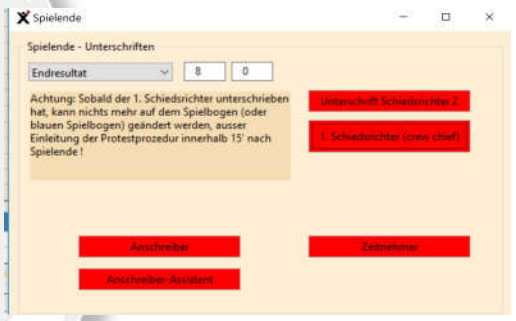
Game end



This menu gives you additional options:

- **Print and save Bou**
- **Fill in ´Bluesheet´ in case of protest or injuries**
- **etc**

- When the game games perform another double check with the stopclock
- Then press End game
- A new window opens

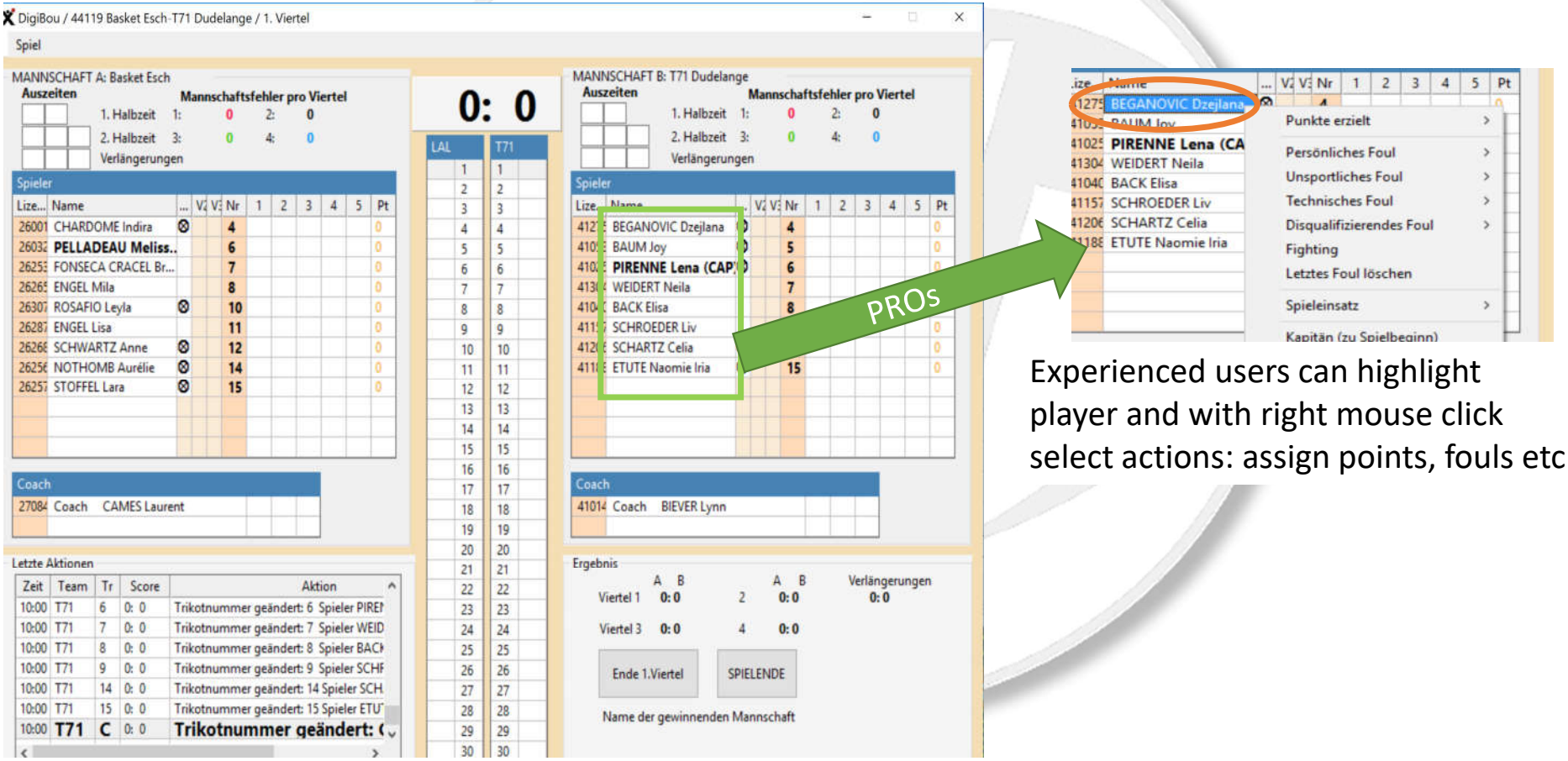


- Have officials and Refs sign BOU if you are sure that everything is final
- Once everyone signed you can send the results to the FLBB. Click:

Spiel an FLBB senden

You need to exit flight if you want to submit score to FLBB

Experienced user



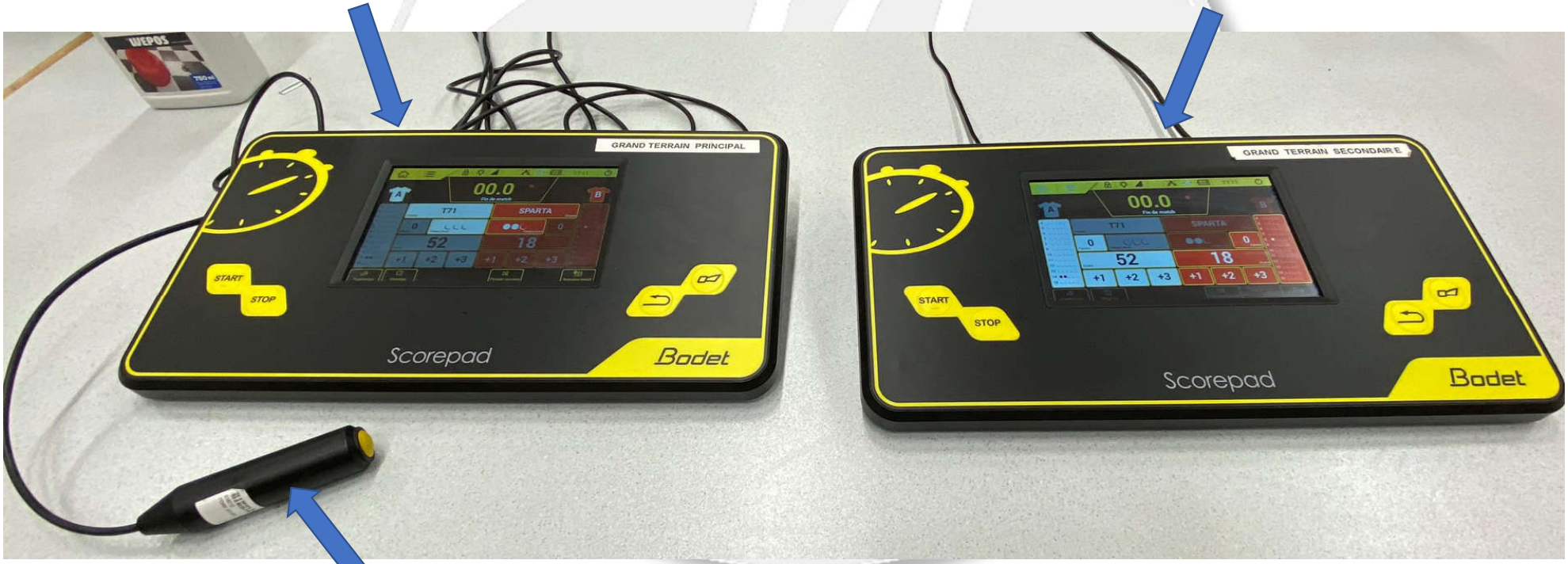
Experienced users can highlight player and with right mouse click select actions: assign points, fouls etc

Stop clock

Setup

Primary Scorepad: Time and Timeouts

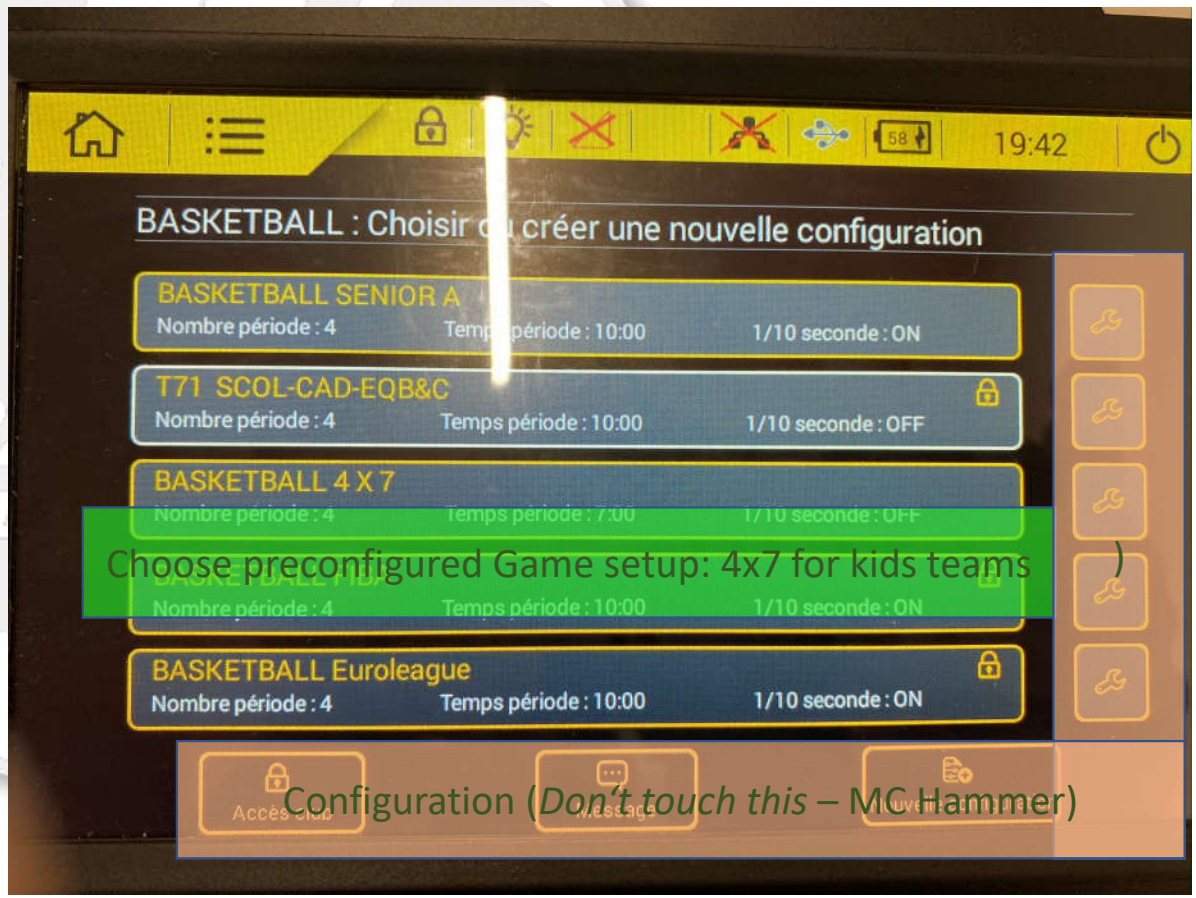
Secondary Scorepad: Score and Fouls



Start/Stop buzzer

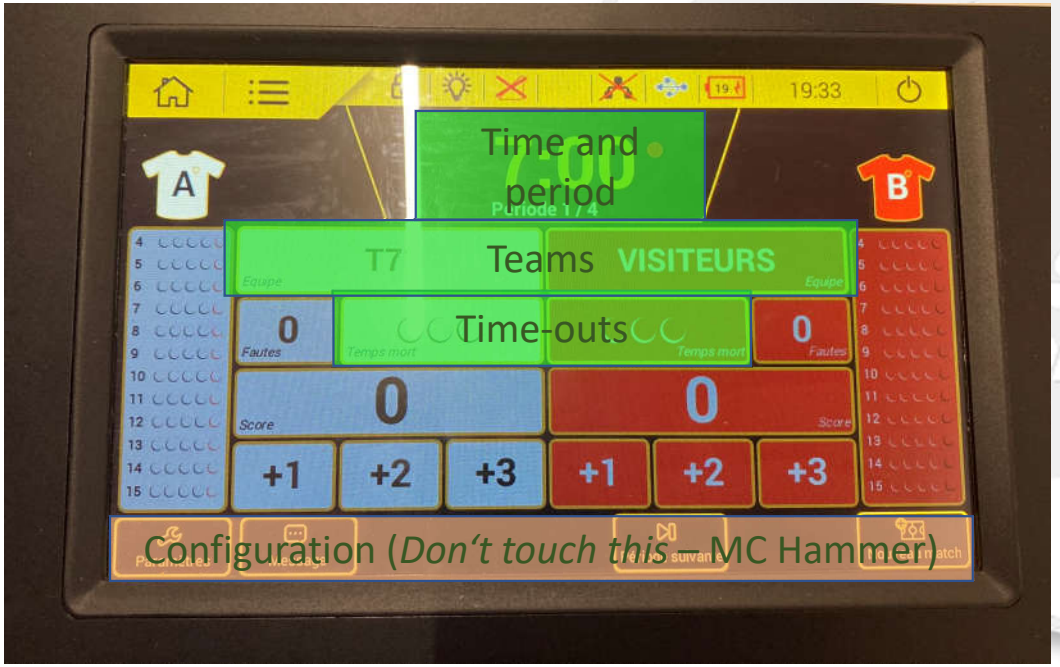
Game setup

GRAND T
19:32
#Wëllkomm zu Diddeleng#Mär sin Diddeleng#
Choose Basketball icon
Message accueil public


19:42
BASKETBALL : Choisir ou créer une nouvelle configuration
BASKETBALL SENIOR A
Nombre période : 4
1/10 seconde : ON
T71 SCOL-CAD-EQB&C
Nombre période : 4
Temps période : 10:00
1/10 seconde : OFF
BASKETBALL 4 X 7
Choose preconfigured Game setup: 4x7 for kids teams
BASKETBALL Euroleague
Nombre période : 4
Temps période : 10:00
1/10 seconde : ON
Configuration (*Don't touch this* – MC Hammer)

Display layout

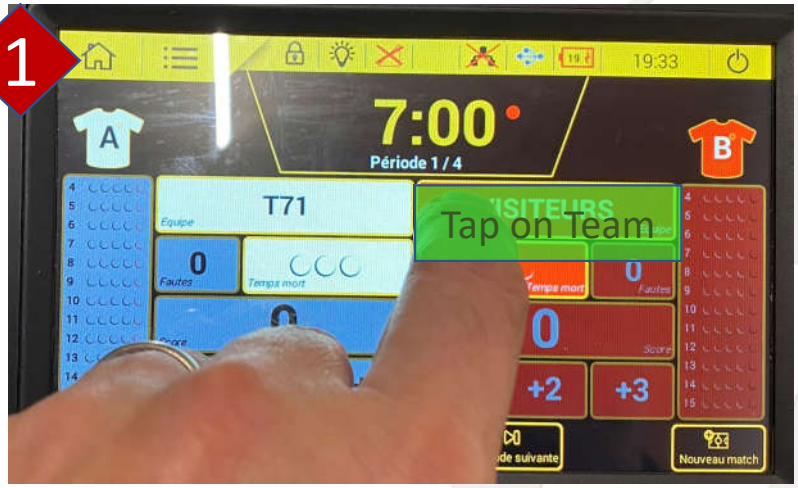
Primary Scorepad: Time and Timeouts



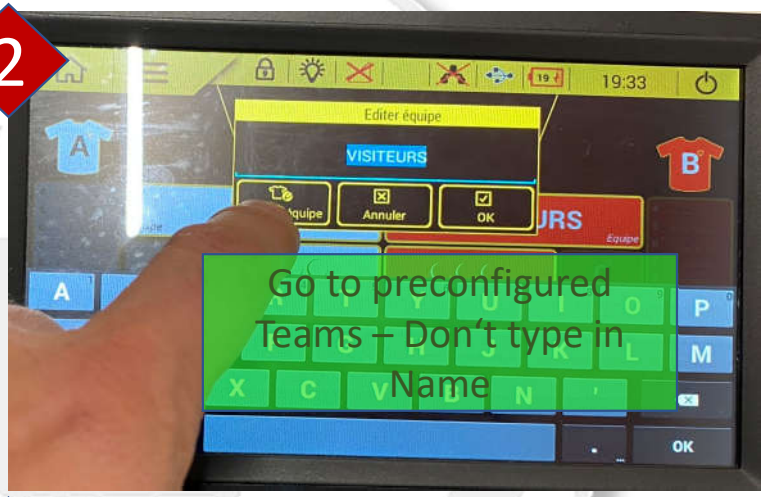
Secondary Scorepad: Score and Fouls

Configuring Teams

1

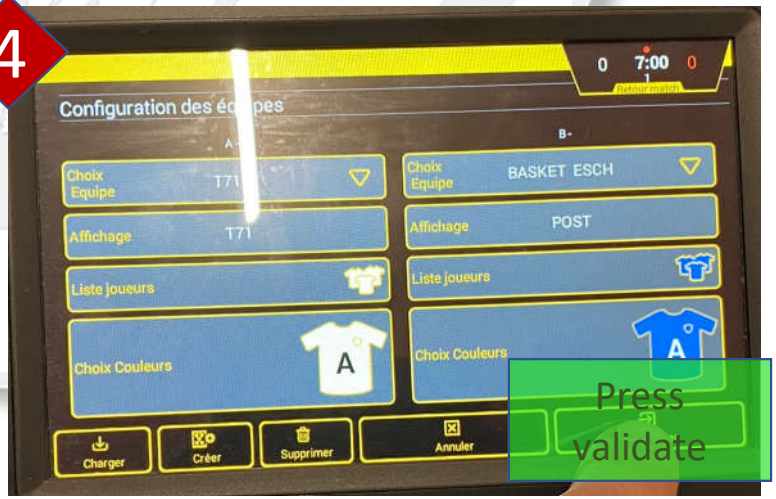


2

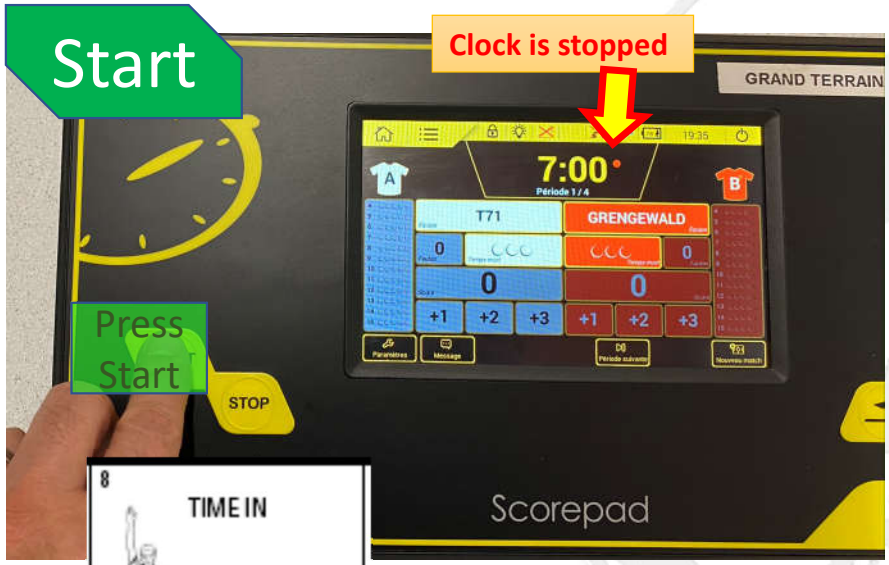


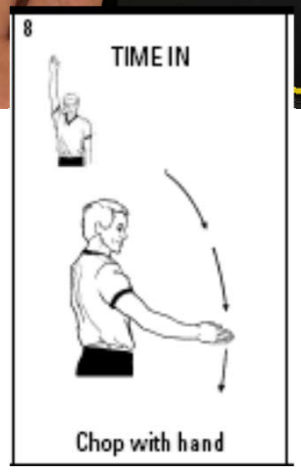
3

4



Stop-Start Clock





Time in:
When first player touches ball after stopped clock

Stop clock:
When ref blows whistle for :

- Ball out of bounce
- Foul
- Jumpball, violations etc…

When basket is score in last 2 min of the 4th quarter

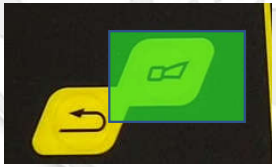
You can either use the Start-Stop buzzer or Start Stop buttons on Scorepad

Substitutions

Clock is stopped

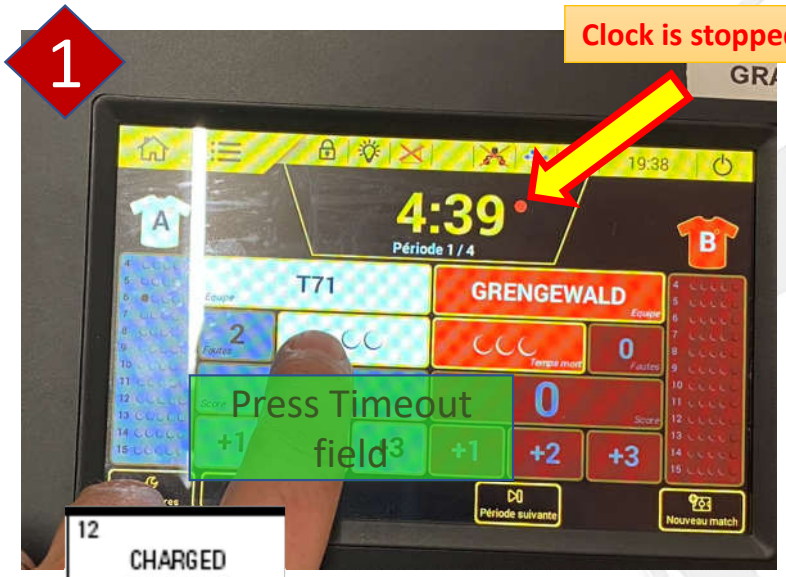
NOTE:
Substitutions can only be done when the clock is stopped.

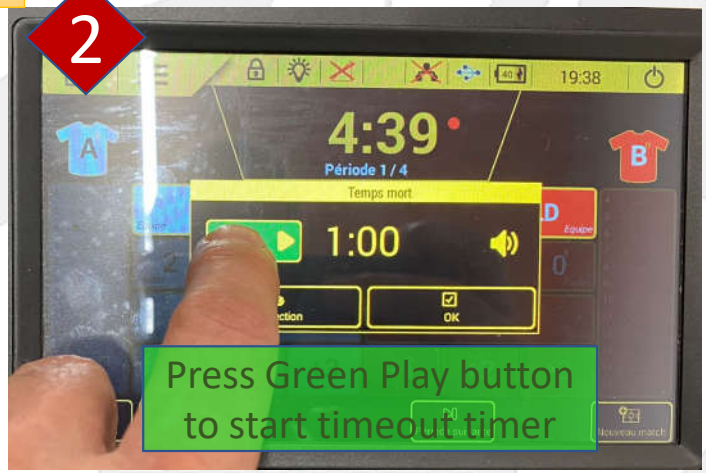
Signal Substitutions to Ref by pressing the Horn or yelling ☺

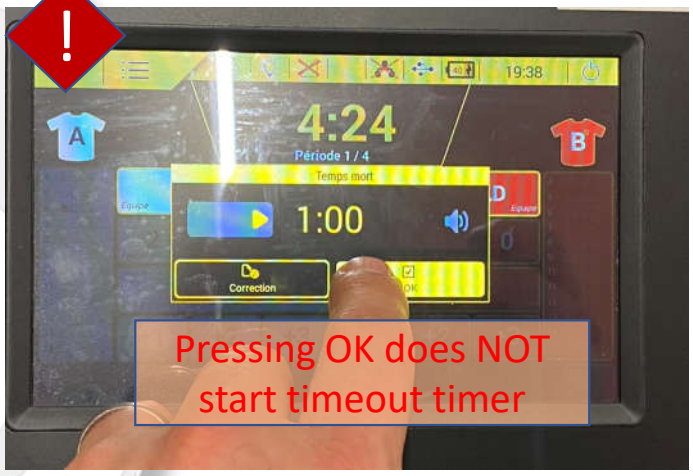


Also press the Horn to get attention of Ref in general f.ex. when you screwed up

Time-Outs







Time-outs can be called when:

- the clock is stopped and before the ref hands the ball to a player to continue play
- the opposing team has just scored (Stop the clock when coach calls for Timeout)

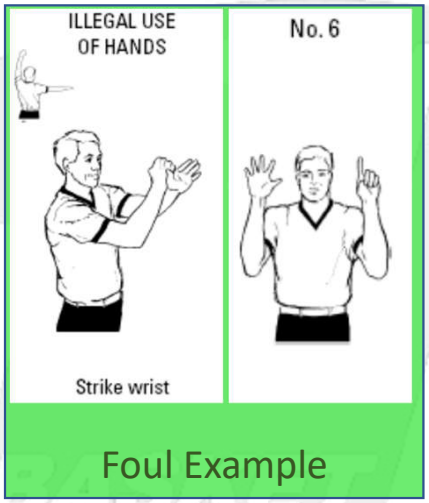
Start Time-out on Ref‘s signal and whistle

Score keeping

Easy: Just Press +1, +2 or +3 buttons (no 3 pointers for mini and younger)

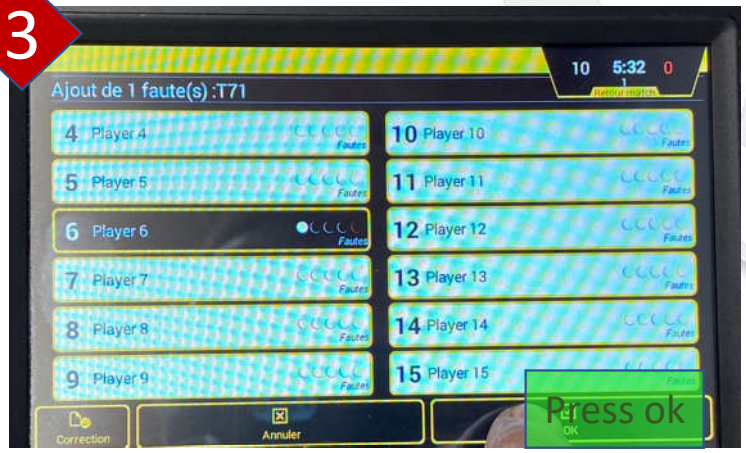
Fouls

1



2

3



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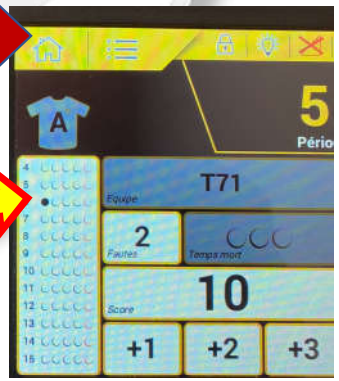


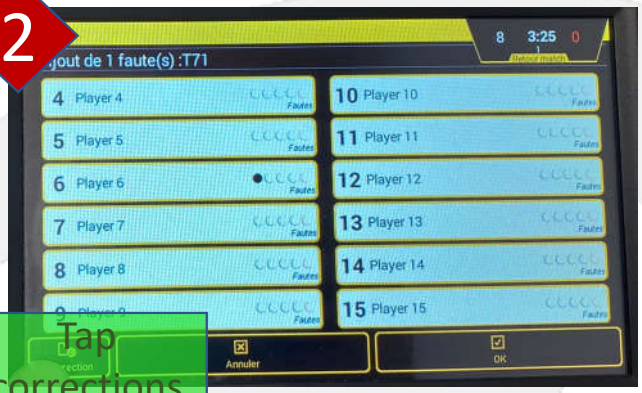
Foul indicator appears next to player number

Score Corrections

Fouls correction

1

2



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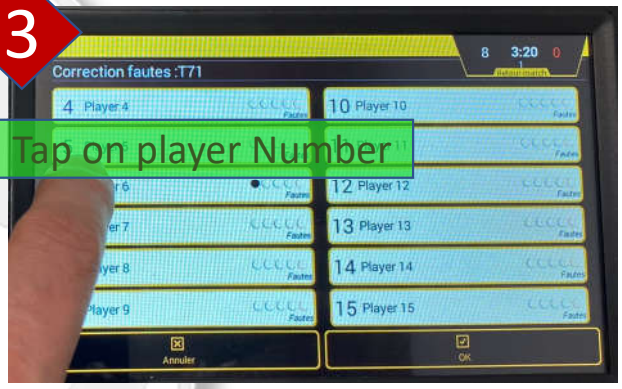

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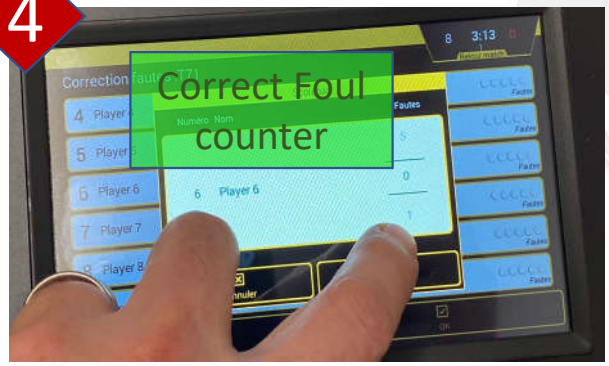
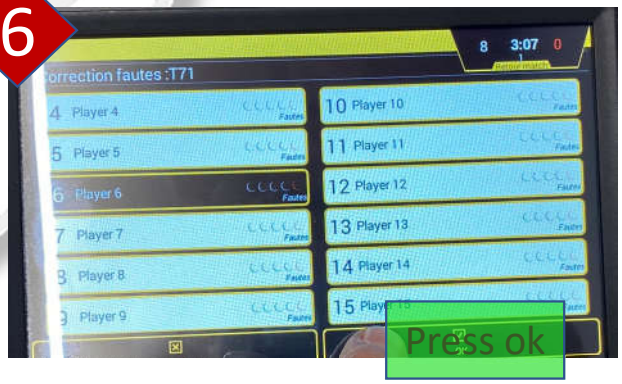


5

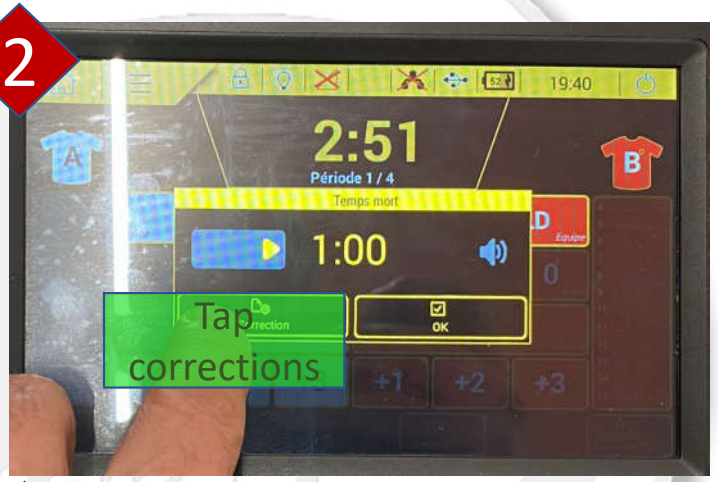
6



Time-Outs corrections

1

2



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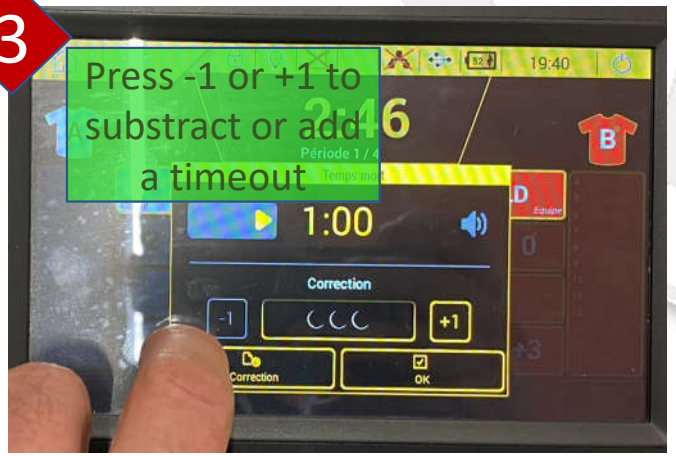

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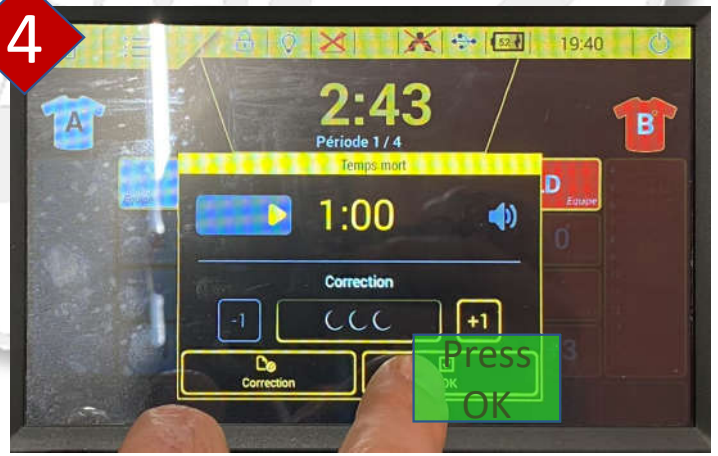
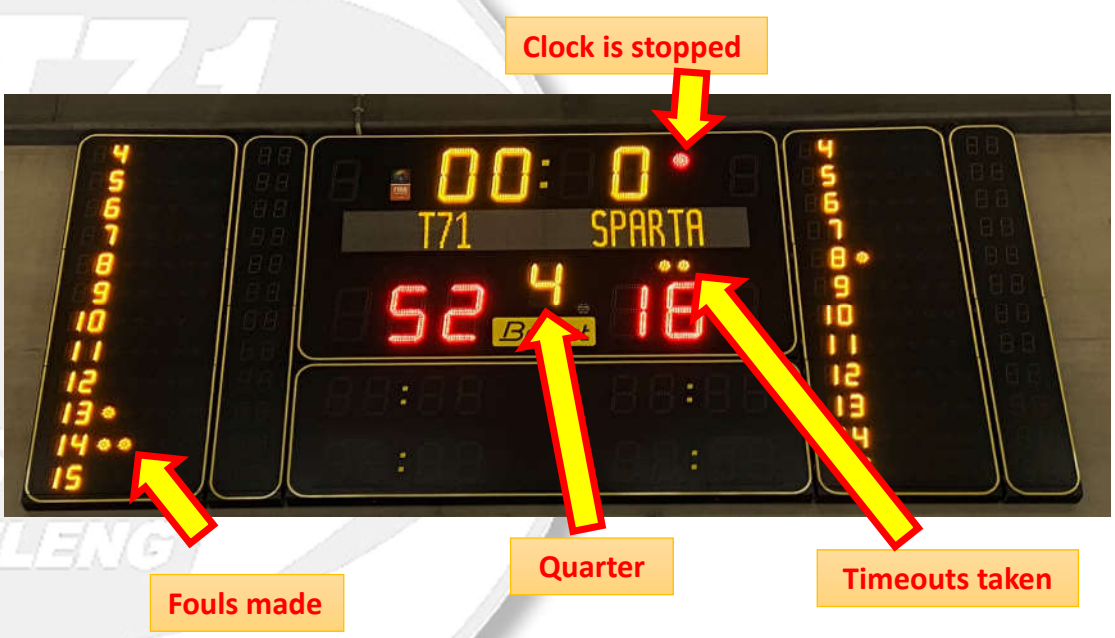
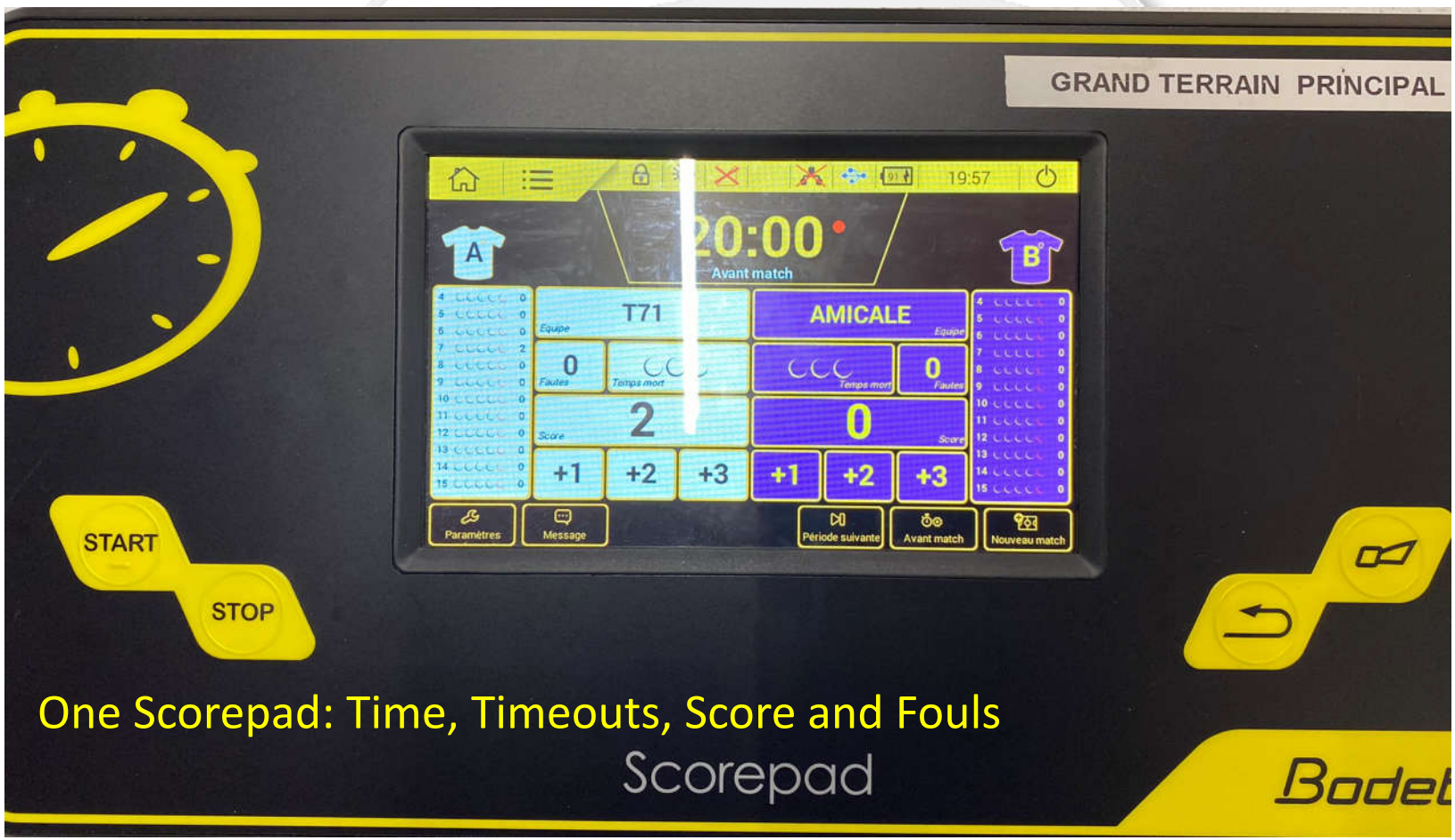


Scoreboard



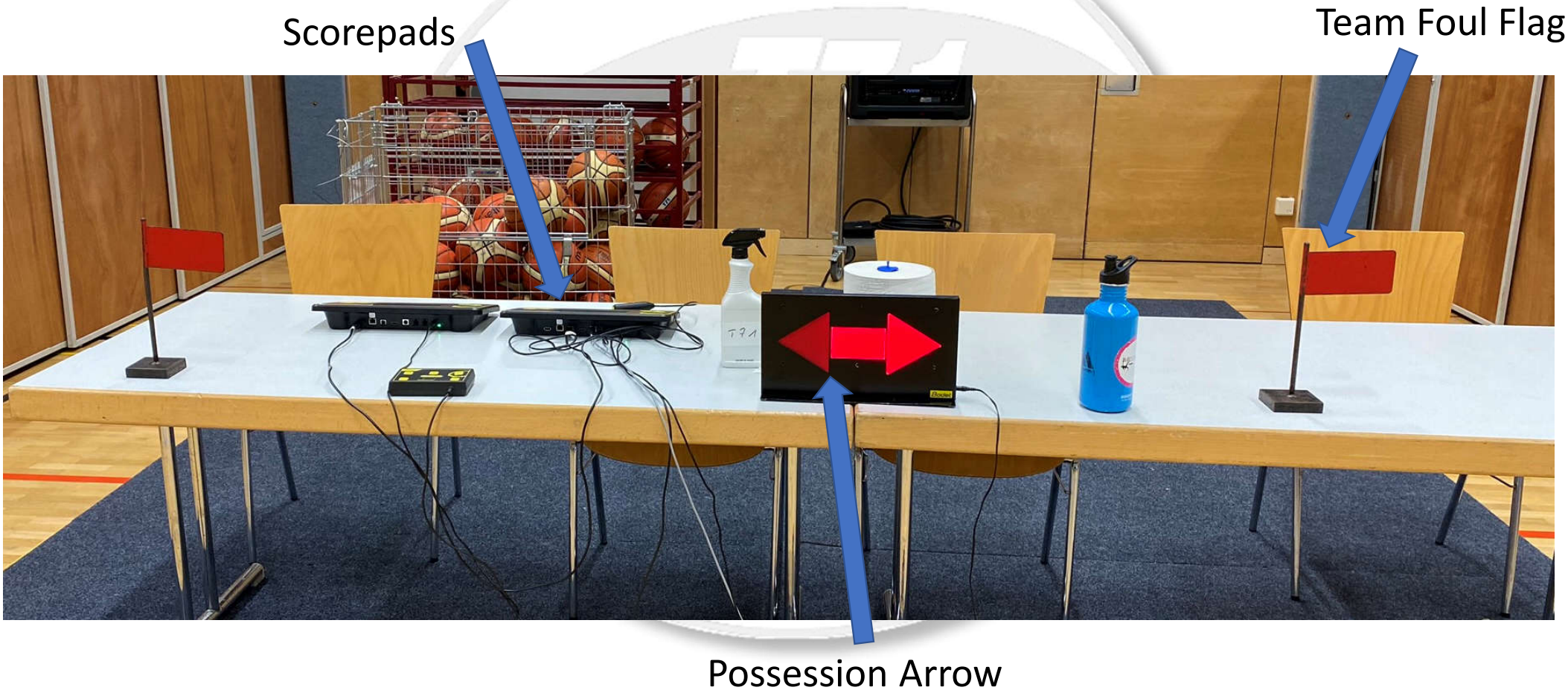
What you see on the Scorepad, you also see on the Scoreboard

Alternative setup with one Score Pad

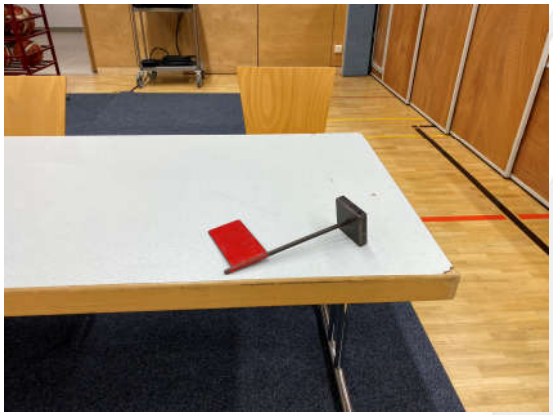


The Officials table

Layout of Officials Table



Team Foul Flag

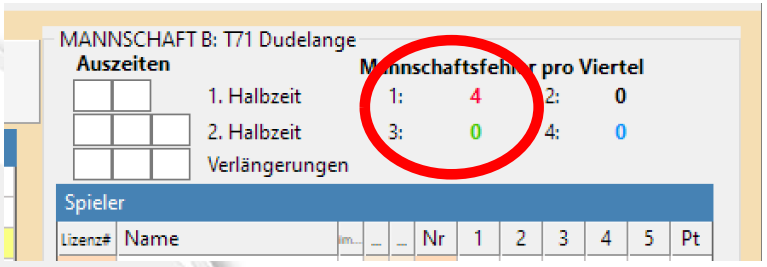


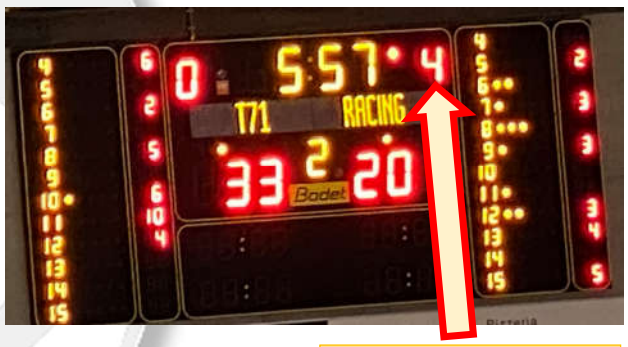
The Team Foul Flag is put up AFTER the 4th team foul is made in a quarter

(put it up after the ball is in play again to avoid confusion)

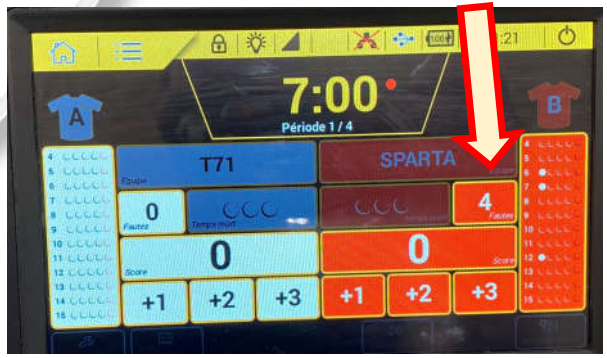
When the flag is up (i.e. for the 5th foul) the opposing team will have freethrows automatically for each foul

Digibou

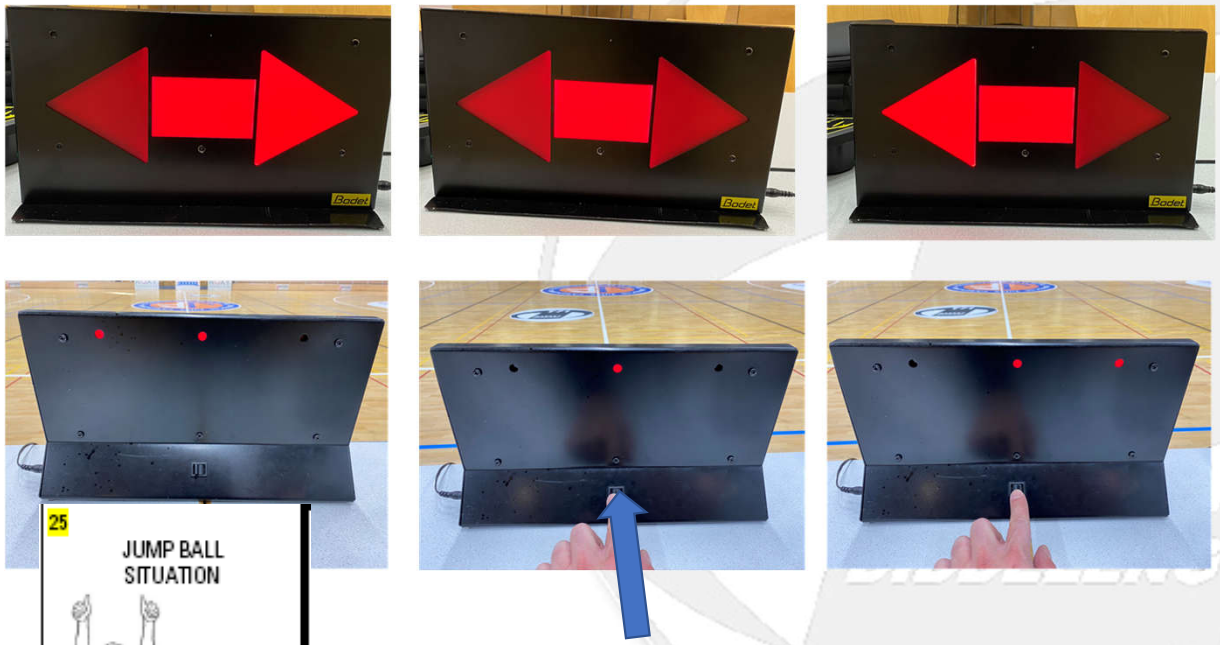




Team foul indicator



Possession Arrow



Possession arrow toggle

Note: sometimes it's just a cardboard sign that is used as the arrow

After tip off the arrow is pointed in direction of play of the team that did NOT gain possession of the ball

The possession arrow indicates direction of play i.e. who will have get to throw in the ball after a:

- Jumpball situation
- Start of a new quarter

After the throw-in the arrow is switched over.

As teams switch sides at halftime the arrow also has to be switched over.

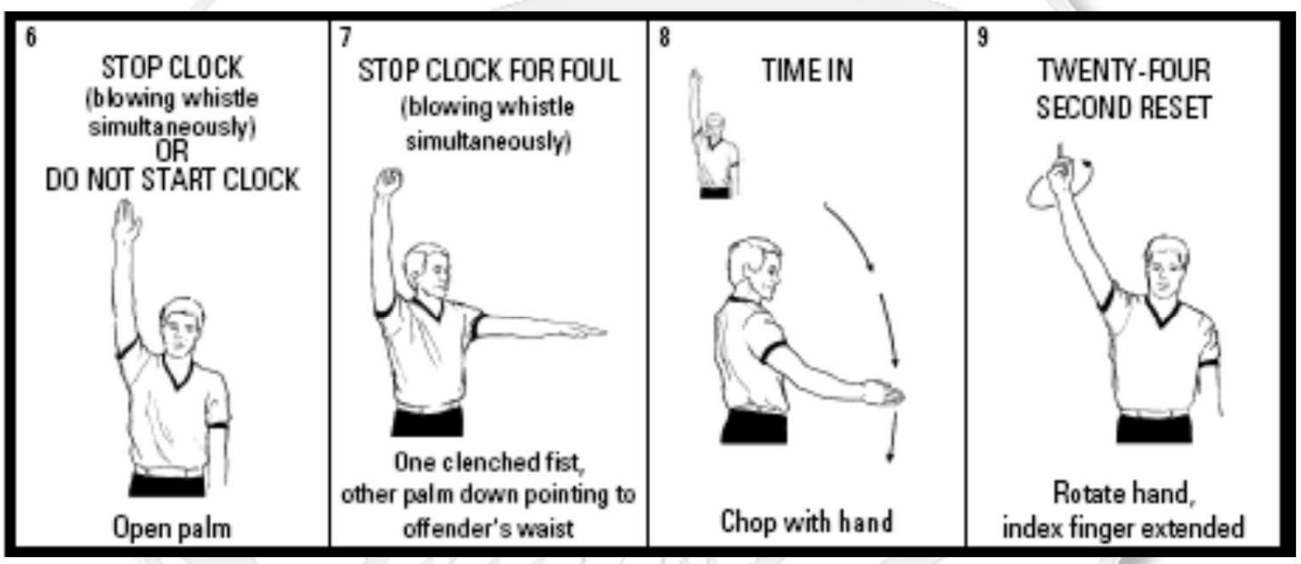
Referee Signals

Scoring

Official Signals

1	2	3	4	5
ONE POINT	TWO POINTS	THREE-POINTS ATTEMPT	THREE-POINTS SUCCESSFUL SHOT	CANCEL SCORE OR CANCEL PLAY
One finger, 'flag' from wrist	Two fingers, 'flag' from wrist	Three fingers (extended)	Three fingers (extended) on each hand	Scissor-like action with arms, once across chest

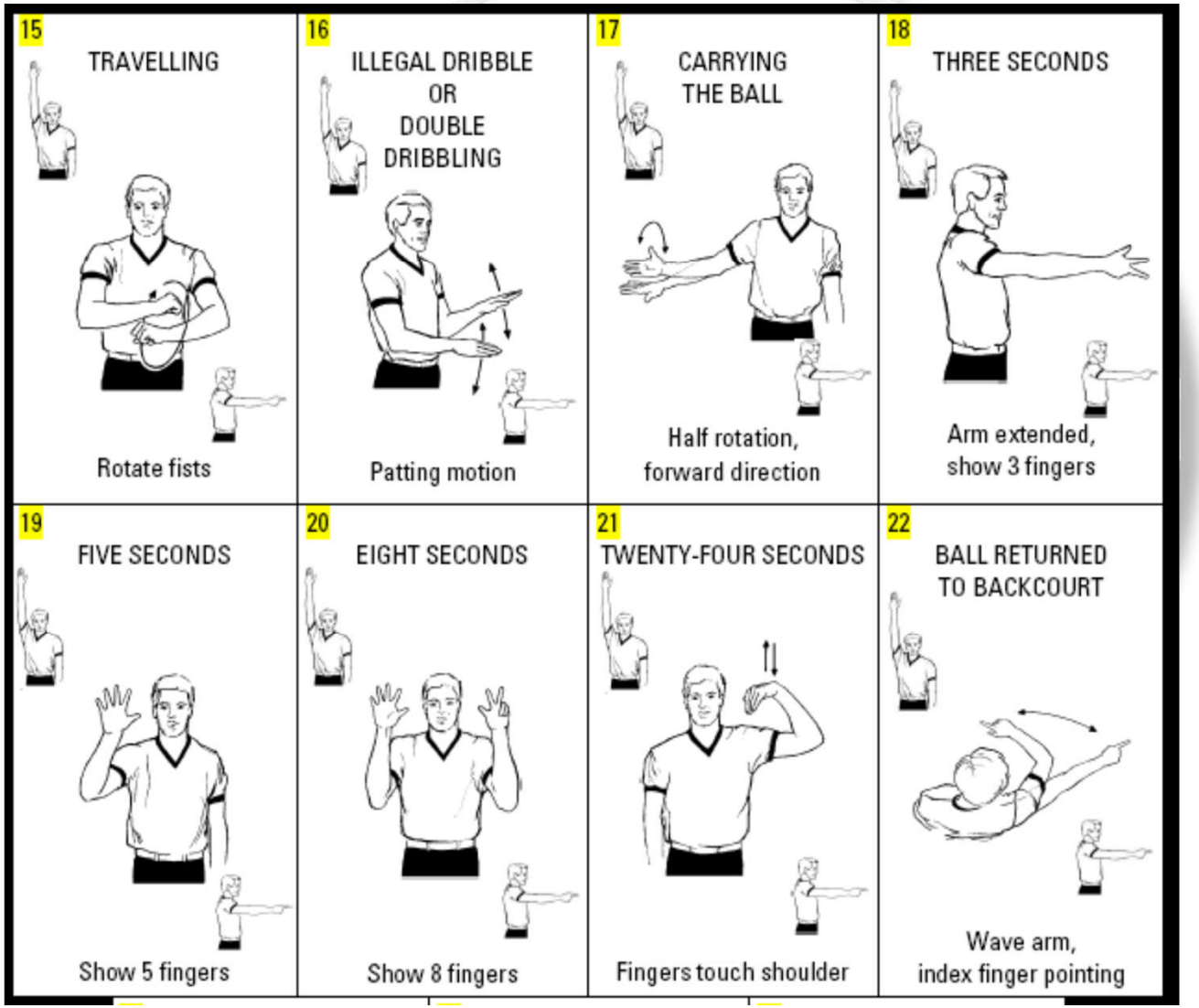
Clock Related



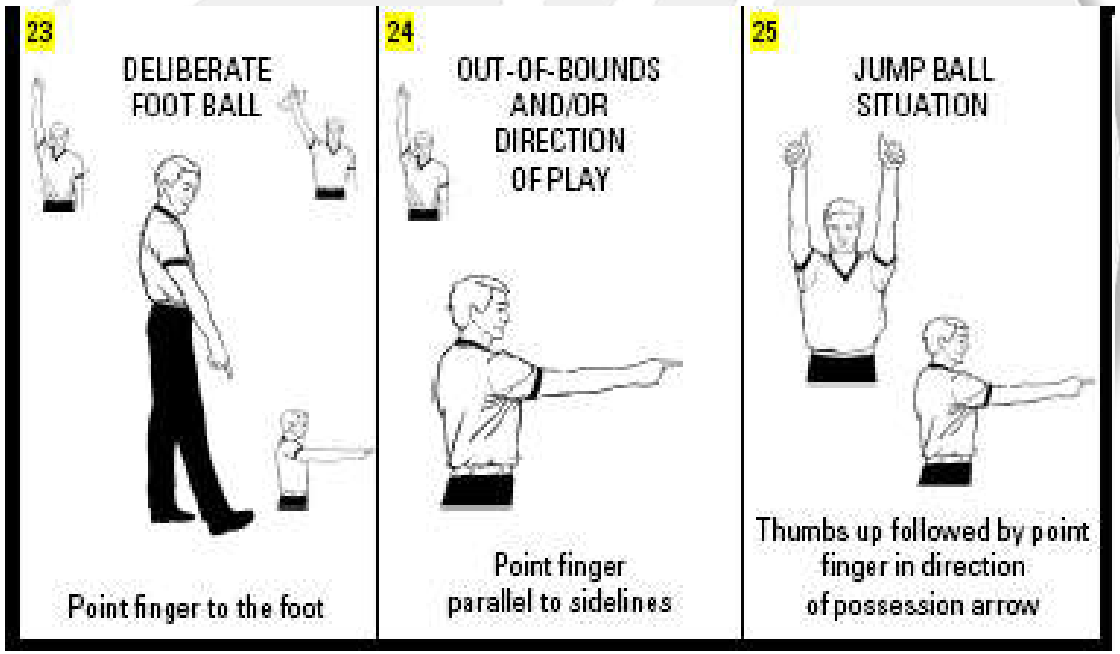
Administration

10	11	12	13	14
SUBSTITUTION (blowing the whistle simultaneously)	BECKONING-IN	CHARGED TIME-OUT (blowing whistle simultaneously)	COMMUNICATION BETWEEN OFFICIALS AND TABLE OFFICIALS	VISIBLE COUNT (Five and eight seconds)
Cross forearms	Open palm, wave towards the body	Form T, index finger showing	Thumb up	Fingers showing counting

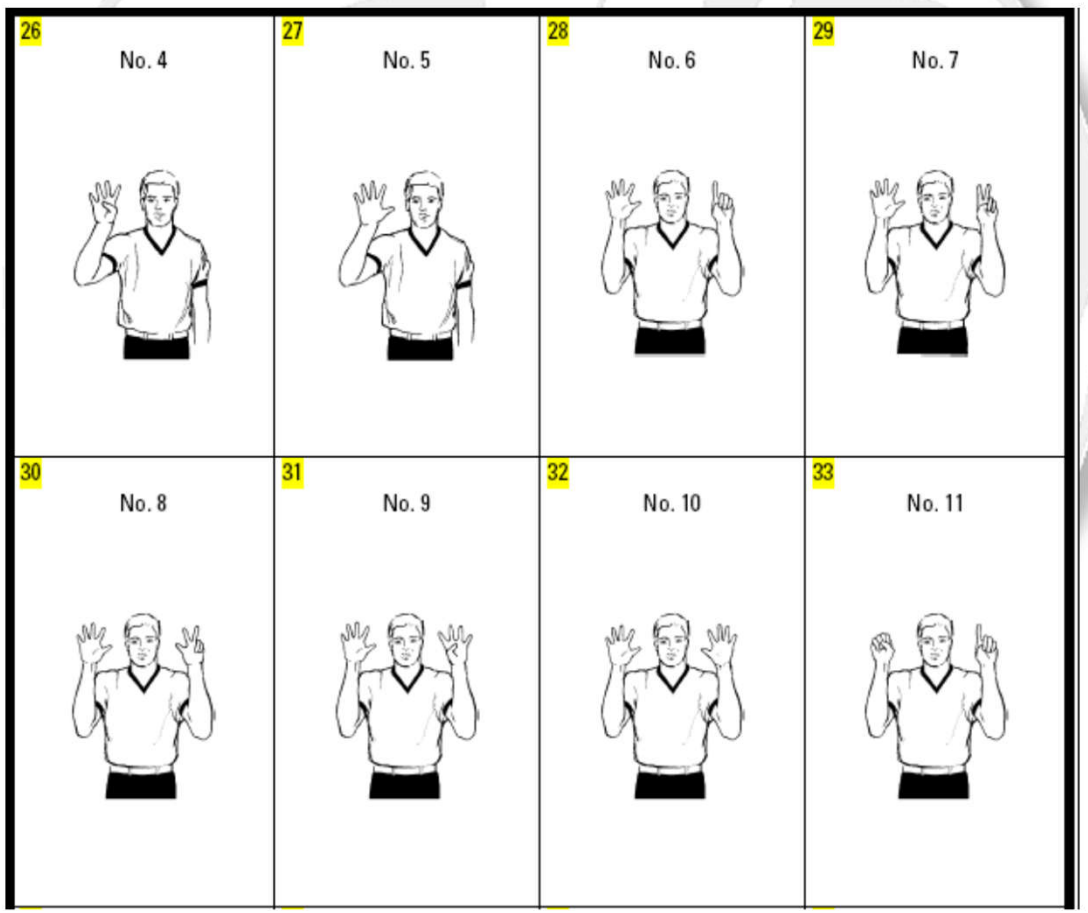
Type of Violations



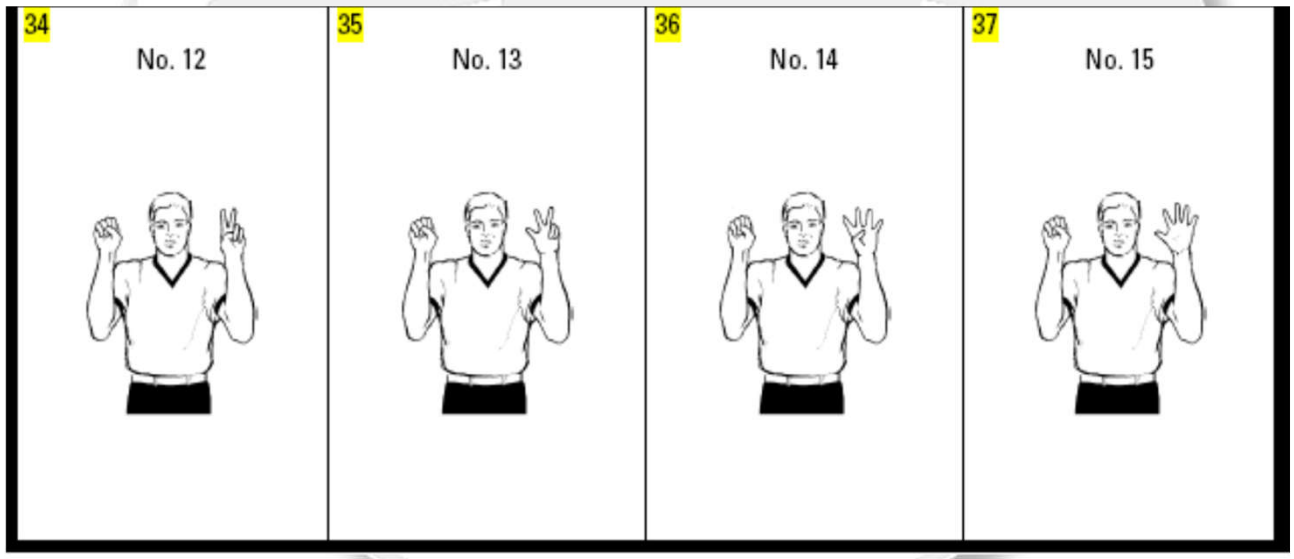
Type of Violations (continued)



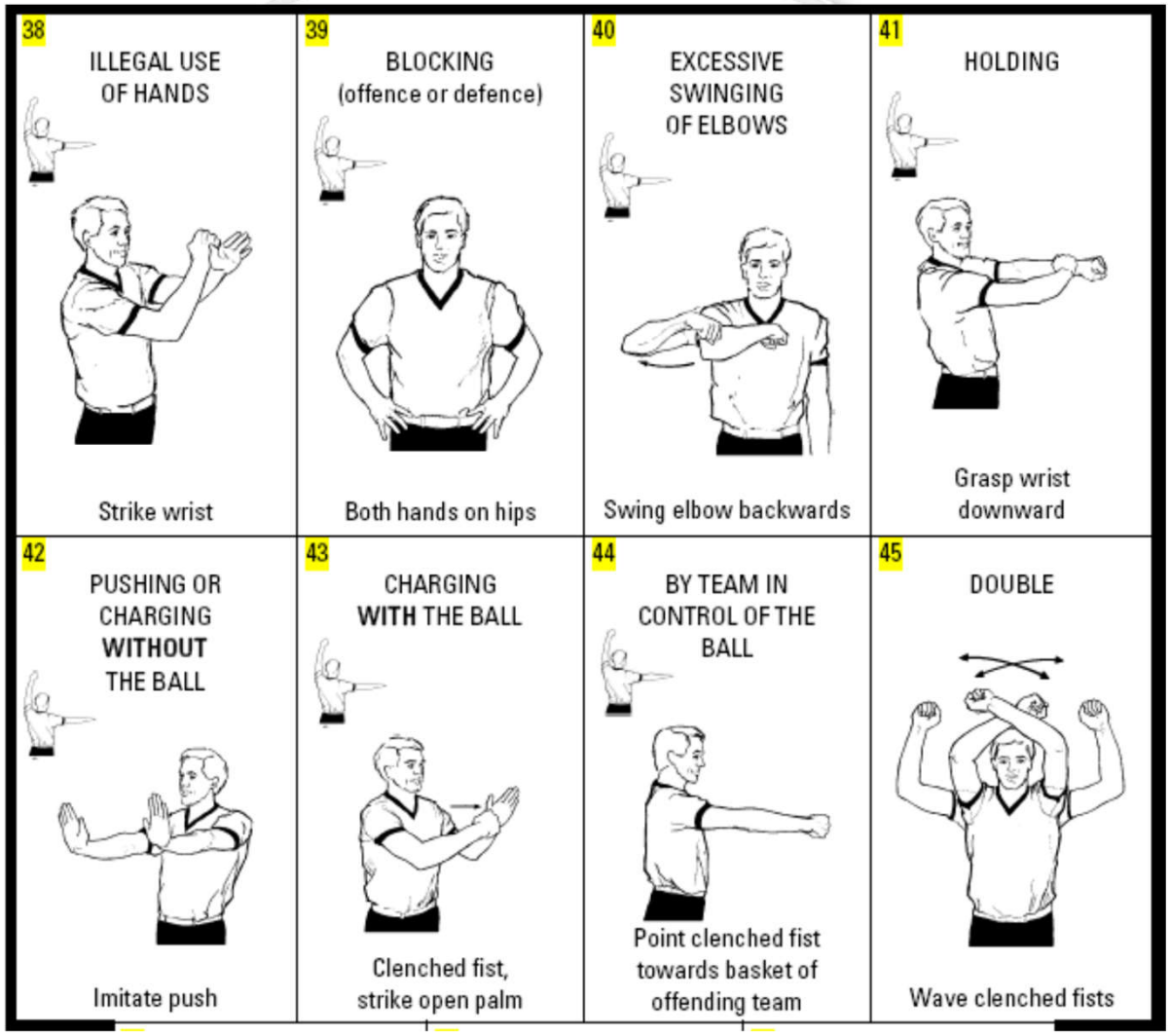
Reporting a Foul to the Scorer’s Table – Number of Player



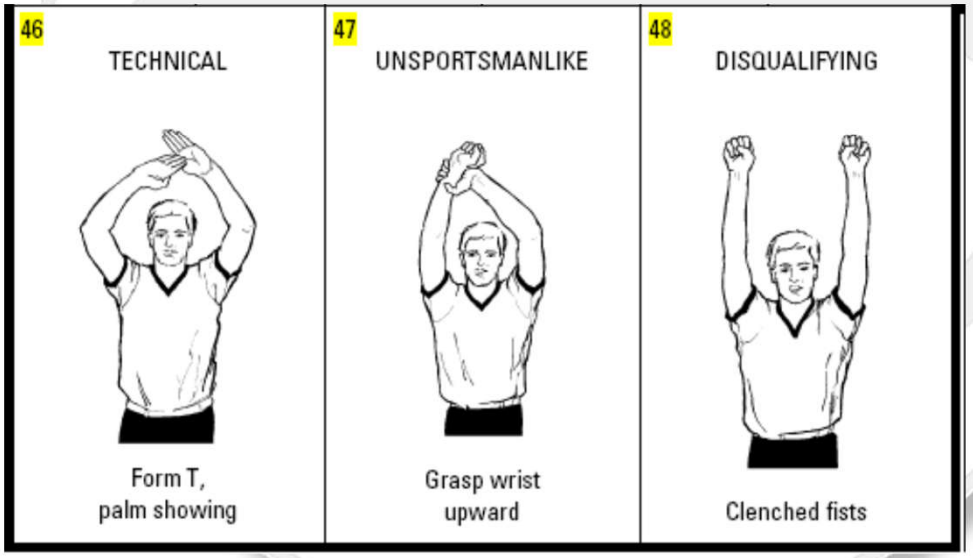
Reporting a Foul to the Scorer’s Table – Number of Player (continued)



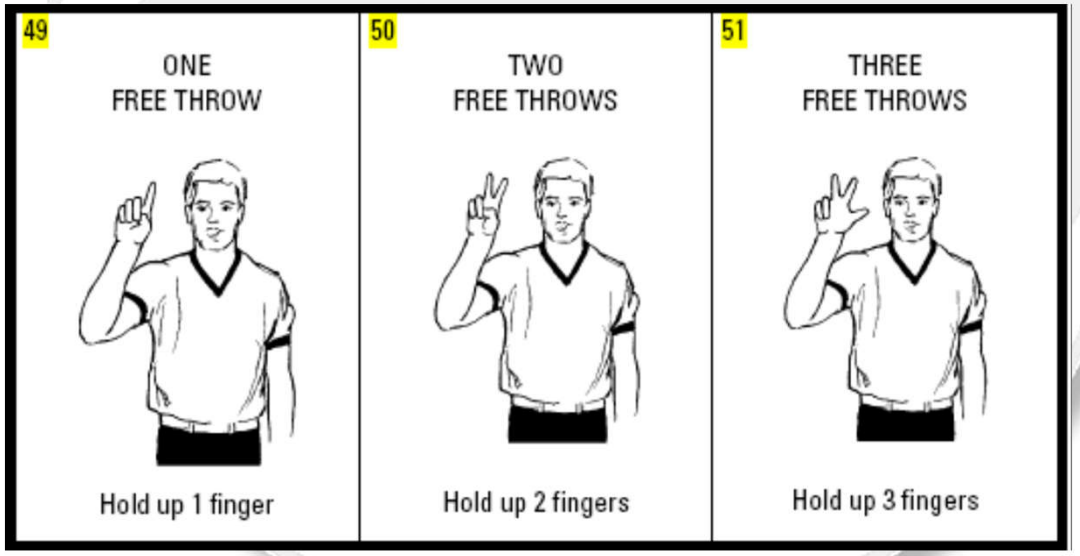
Reporting a Foul– Type of Foul



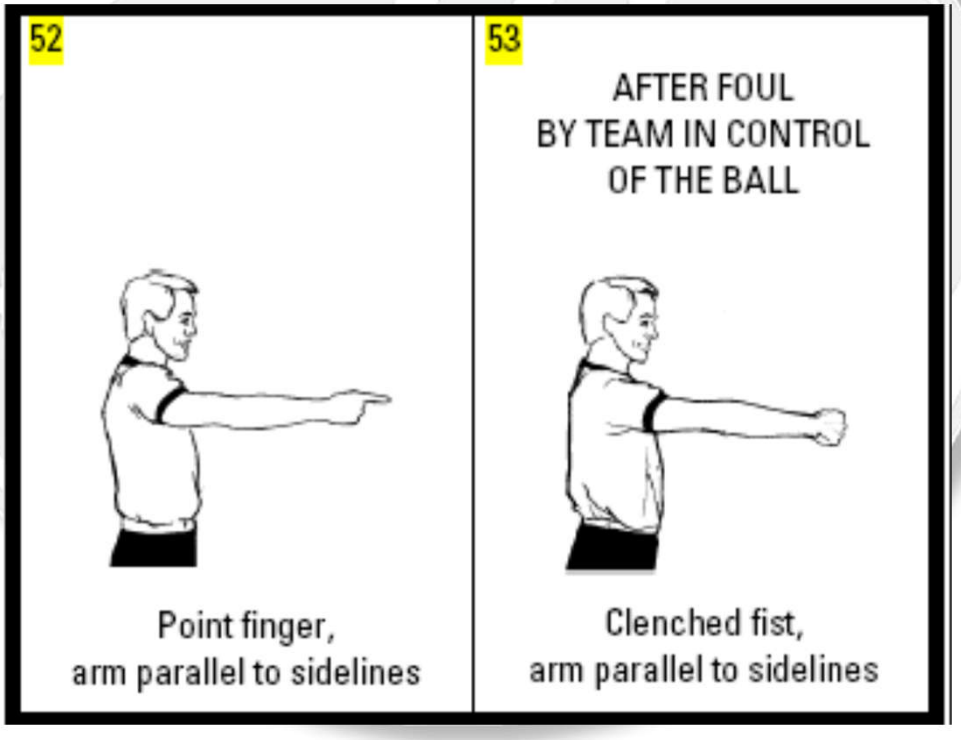
Reporting a Foul to the Scorer's Table – Type of Foul (continued)



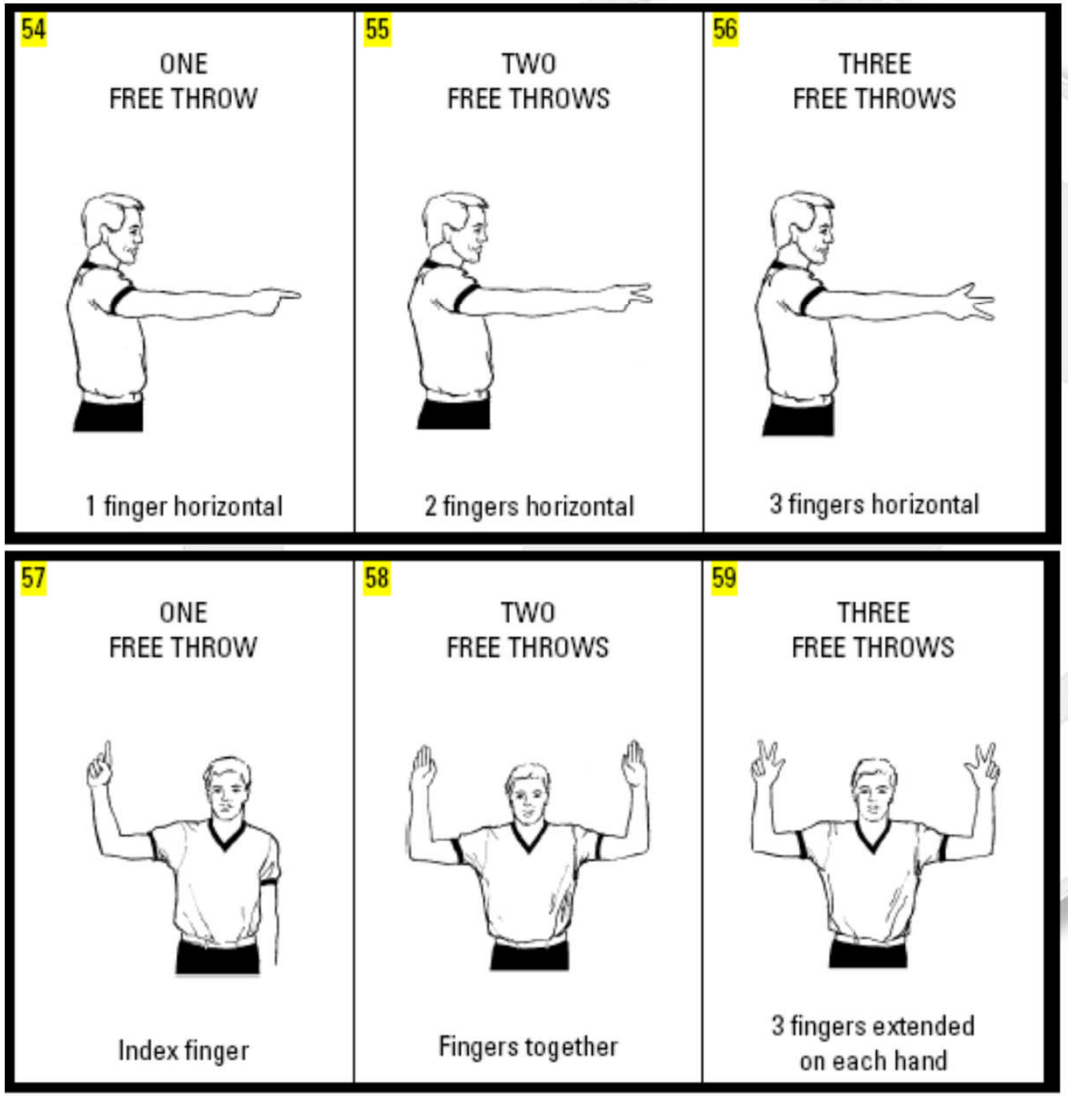
Reporting a Foul– Number of Free-Throw(s) awarded



Reporting a Foul to the Scorer's Table – Direction of Play



Free-Throw Administration



Inside the Restricted Area

Outside the Restricted Area