



Clayton Bocce League

Electronic Bocce Scoring

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About Electronic Scoring

Introduction

Starting with the 2021 Spring Season, the Clayton Bocce League has electronic scoring available for league matches.

With electronic scoring it will be possible to keep score on a smartphone, tablet, laptop, or any device with a web browser. WiFi is available at the Ipsen Family Bocce Park, so electronic scoring can be used without incurring cellular data usage.

Electronic scoring will track lineups and frame by frame scores in more detail than is feasible with paper scoring. The data gathered by electronic scoring will enable:

- Detailed historical information: Players will be able to review lineups and frame by frame results for completed matches.
- Team/Player stats: We will be able to compile stats such as frames played, frames won/lost, average points per frame, games played and games won/lost, by individual player, by pairing or by full lineup.
- Scoreboards: We will be able to post scores in real-time on the two TV scoreboards at the bocce courts. This will have the added benefit of catching score discrepancies quickly, as all players will see frame scores in real-time.
- Persons not at the courts can follow matches in real-time on the ClaytonBocce.live website.

How it Works

For each match, the capos will designate one person to keep score electronically.

As with all computerized systems, there is always a possibility of a system outage. If this happens, be prepared to use a paper scorecard for backup.

To score a match electronically, point your browser to the ClaytonBocce.live website. The website will show the current matches; select the match you will be scoring.

After selecting a match, you will need to enter a four-digit team identification number (TIN). Each team is assigned a unique TIN; enter the TIN for either team in the match. The TIN is a security measure to prevent mischievous outsiders from messing with our scoring. Capos can view their TIN on the Clayton Bocce website. TINs may be freely shared among the team players and others closely associated with the team.

The system remembers the last TIN you have entered. If you use the same device to score another match for the same team you may not need to enter a TIN.

Ignore the **Login** link on the upper right of the website page. **You do not need to login to score a match.** The login is for administrative use.

Once you have acquired the match, you own that match for electronic scoring purposes. No one else will be able to acquire the match unless you first release it.

To score the match you will be recording the decisions and scores that are essential to playing the match:

- Selection of team colors and first game pallino honor.
- Lineups for each game.
- Starting end for each game.
- Frame by frame scores.
- Substitutions.
- Forfeits.

The remainder of this paper covers match scoring in detail.

Scoring a Match

Overview

The basic flow for scoring a match is:

Select Match: point your browser to ClaytonBocce.live and select the match you will be scoring from the list of current matches.

Acquire Match: acquire the match by entering the TIN for one of the teams.

Start Match: record the team red/green color choice and team that will have the pallino to start the first game.

Submit Lineups: at the start of each game, enter the lineups: who will be playing at each end of the court for each team.

Start Game: Verify that lineups are correct. Start the game by specifying which end of the court will roll the first frame.

Frame Score: at the start of each frame, ensure that the correct players are listed for that frame. If there is a substitution, record it at the start of the frame. At the end of each frame, enter the frame score: 1 Red, 2 Green, etc.

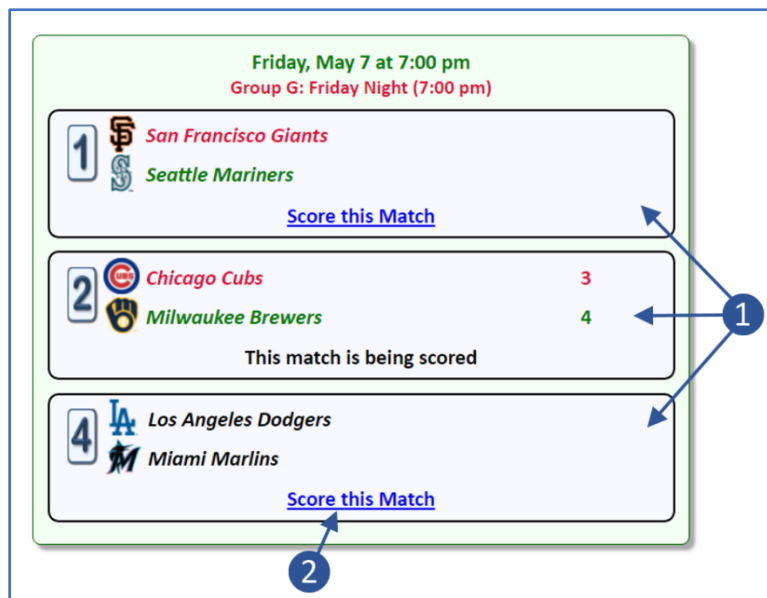
Confirm Result: at the end of each game you will be asked to confirm the result. Check with your opponent's scorekeeper to ensure you are in agreement before proceeding to the next game.

The electronic scoring process does not require any typing. All data is recorded by tapping buttons and selecting from lists.

Technical Notes: For electronic scoring, your browser must have Javascript enabled and permit the use of browser cookies. **When scoring a match DO NOT use your browser “back” button.** Instead, use the red **Back** button that is part of the scoring app to undo your last action.

Who’s Right? Which is Left? In the scoring app, the two ends of the court are referred to as **Left** and **Right**. It is intended that these refer to the left and right ends from the point of view of the scorer facing the court from the sideline. However, **it does not matter** how you assign left and right, **as long as you are consistent** through the entire match.

Select Match



Select Match on Home Page

To select a match to score, go to the home page at ClaytonBocce.live. The home page will show recent and upcoming matches. For matches in progress it will also show whether or not the match is currently being scored.

- 1 Matches that have started, or are ready to start, are shown.
- 2 Tap [Score this Match](#) for the match you will be scoring.

Acquire Match

Start Scoring Match

Los Angeles Dodgers
vs
San Francisco Giants
Sunday, May 2, 2021 1:30 PM Court 3

1	2	3	1	
4	5	6		
7	8	9		
2	C	0	←	3

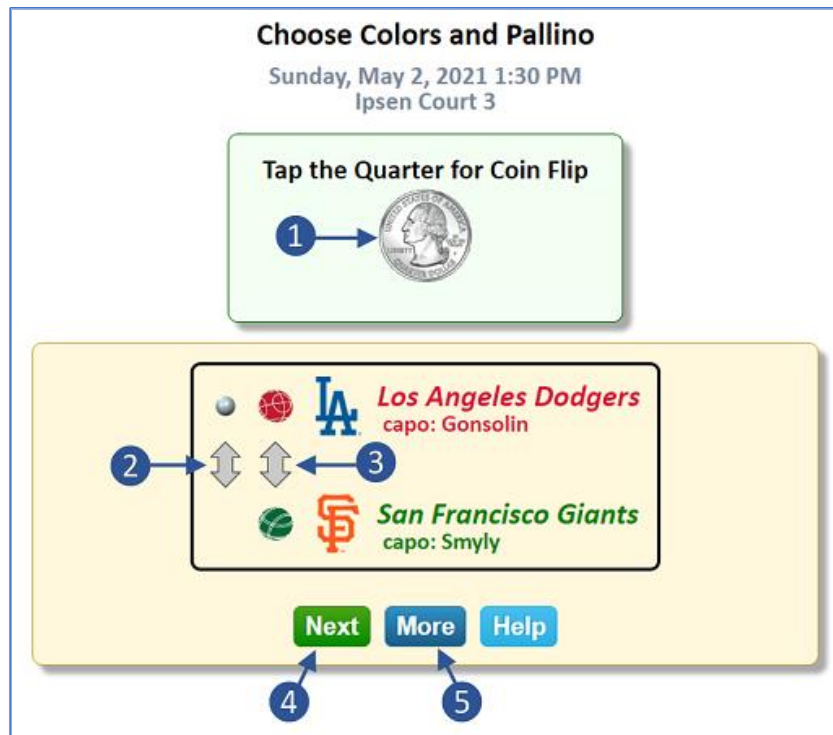
4 → Cancel Help

Acquire Match Page

Once you select the match you will be scoring, enter the team identification number (TIN) for one of the two teams in the match. Capos can view their team's number on their team roster or schedule page. This step may be skipped if you last scored a match for the same team.

- 1 Tap the number buttons to enter the four-digit TIN.
- 2 Tap the C button to clear the entry field to start over.
- 3 The ← button will backspace one digit.
- 4 Tap the **Cancel** button to return to the list of bocce matches without acquiring a match to score.

Start Match

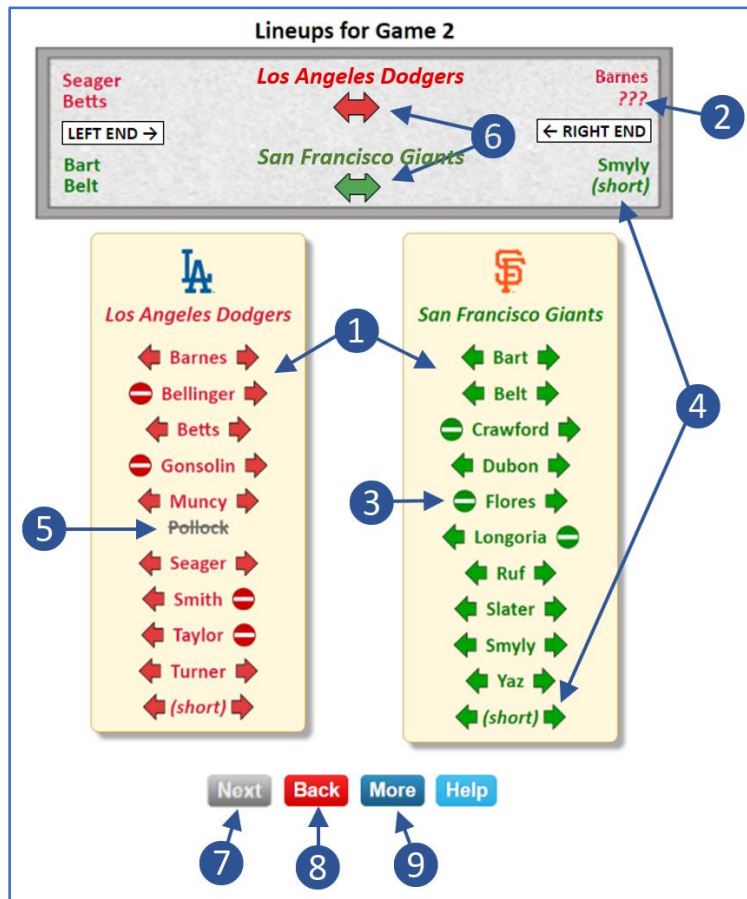


Start Match Page

The first step in scoring the match is to determine team colors and pallino honors. A coin flip decides which team will first choose their color or take pallino honors. If no coin is handy the app provides a simulated coin flip. After the coin flip, record the choices made by the team capos.




- 1 If you there is no coin handy, you may tap the quarter and the system will randomly choose heads or tails.
- 2 Tap the double arrow next to the pallino to select the team that will roll the first pallino.
- 3 If needed, tap the double arrow between the two bocce balls to switch the team colors.
- 4 When you have recorded the pallino honors and colors, tap the Next button to begin the match.
- 5 Tap the **More** button to display more options (More options are covered later).

Enter Lineups



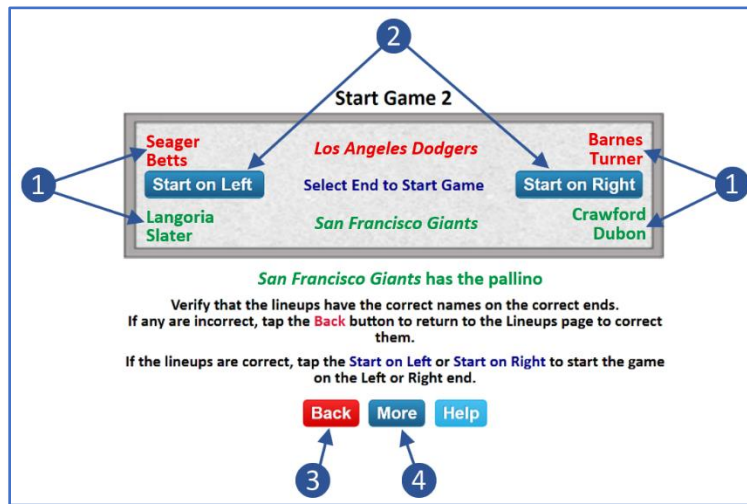
Lineups Page

At the start of each game, enter the lineups for both teams. The team rosters for each team are shown below an image of the bocce court. Select the players who will be playing this game by tapping arrows next to the players' names. Note: in the electronic scoring app, the ends of the court are referred to as "left end" and "right end." These are intended to be the left and right from the perspective of the players' sideline, but you may assign left and right any way you wish as long as you are consistent throughout the match.

- 1 Select the players for the lineups for the game by tapping the arrows to the right or left of each player's name. Tap the left arrow  to assign that player to the left end of the court. Tap the right arrow  to assign that player to the right end of the court. When you tap one of the arrows, the player's name will appear on the court image.
- 2 ??? indicates a lineup slot that has yet to be filled. All ???'s must be replaced to complete the lineups.
- 3 If, instead of an arrow, there is a  sign on one side of a player's name, it means this player is not eligible to play on that end in this game because they played on that end in the previous game.

- 4 To indicate that a team is playing shorthanded, assign **(short)** to an end playing shorthanded.
- 5 If a player has been marked absent, they will not be selectable. (Marking a player absent is covered later.)
- 6 It is common for teams to choose their lineups and then have them switch ends before the game starts. You can tap the red or green double arrows to swap sides for that team's players.
- 7 When you have completed the lineups (no ???'s showing), the **Next** button will turn green. Tap the Next button to start the game.
- 8 Tap the **Back** button if you need to back up to the previous game to make changes. **DO NOT use the browser back button.**
- 9 Tap the **More** button to display more options (More options are covered later).

Start Game

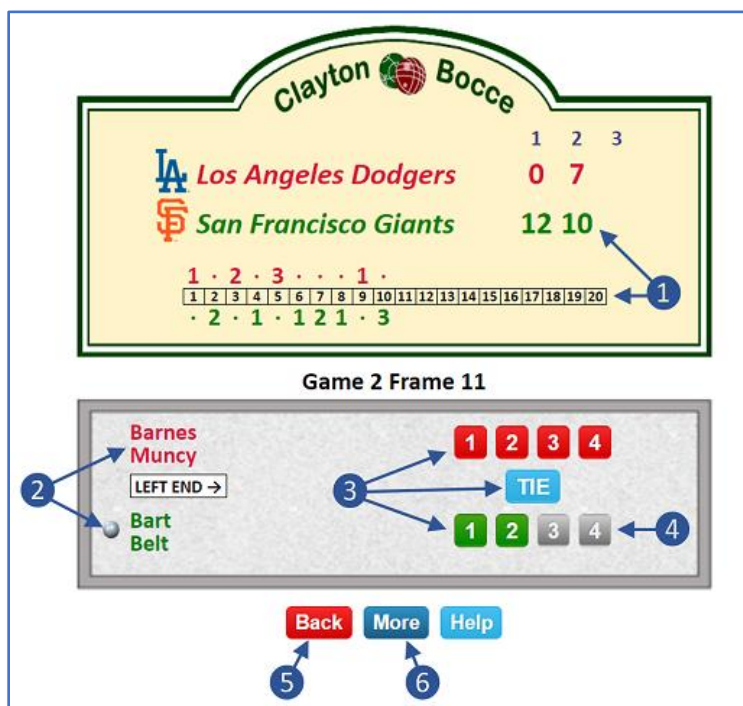


Start Game Page

When teams are ready to start a game, they will decide which end of the court will roll the first frame. In the Start Game page you record the choice of whether the game starts on the left end or the right end.

- 1 The lineups you have entered on the previous page are displayed. Verify that the lineups have the correct players and that the players are assigned to the correct ends of the court. If lineups need to be changed, tap the **Back** button to go back to the Lineups page.
- 2 Once you have verified that the lineups are correct, tap the **Start on Left** or **Start on Right** button to record the end that is rolling the first frame.
- 3 Tap the **Back** button if you need to back up to make changes to the lineups. **DO NOT use the browser back button.**
- 4 Tap the **More** button to display more options (More options are covered later).

Frame Score

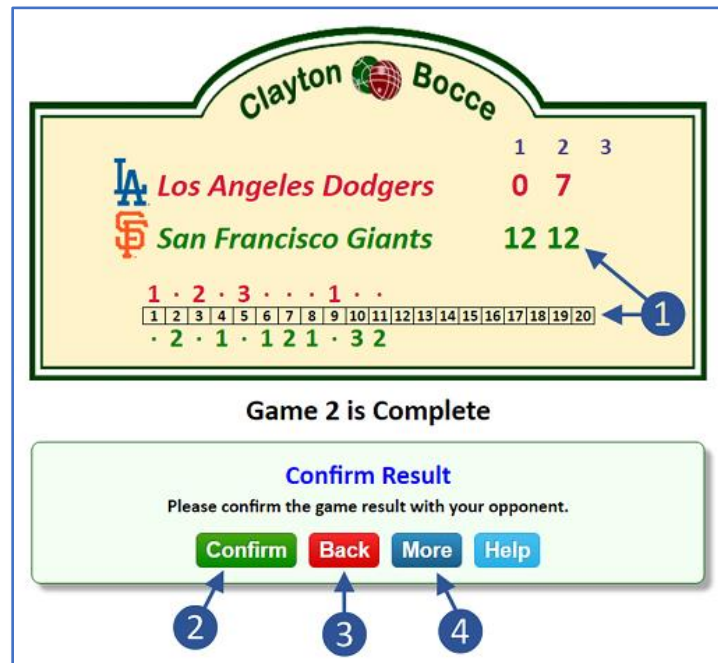


Frame Score Page

For each frame, the app shows which end and which players are rolling this frame, and which team has the pallino. Check that these are correct. After the frame is complete, enter the score for the frame.

- 1 The scoreboard shows the game scores for this match and the frame by frame score for the current game.
- 2 The court image shows the end and players that are playing this frame. It also shows which team has the pallino for this frame.
- 3 When this frame is complete, tap the button for the frame score: 1-4 Red, 1-4 Green, or Tie.
- 4 Some scores are not valid because they would result in an invalid game score. The score buttons for invalid scores are disabled.
- 5 Tap the **Back** button to go back to the previous frame, or previous game if this is the first frame, to make corrections. **DO NOT use the browser back button.**
- 6 Tap the **More** button to display more options (More options are covered later).

Confirm Result



Confirm Result Page

After each game you will be asked to confirm the result. After the last game of the match, you will also be confirming the match result. Once you confirm the match result, the match will be considered complete and no more changes may be made.

- 1 The scoreboard shows the game scores for this match and the frame-by-frame score for the current game.
- 2 After verifying the game score, click the Confirm button to confirm the result and move to the next game (or end the match if this is the last game).
- 3 Tap the **Back** button if you need to back up and change the game score. **DO NOT use the browser back button.**
- 4 Tap the **More** button to display more options (More options are covered later).

More Options

The previous section covered the basic scoring procedure that almost every match follows. If there are player substitutions and/or forfeits, they are handled as needed by tapping the **More** button on one of the basic pages. There are also some administrative options that are also accessed by tapping the **More** button.

Match Forfeit

If the entire match is being forfeited, click the **More** button on the **Start Match Page**. Then tap the button for the team that is forfeiting. You will be asked to confirm the forfeit. Once you confirm the forfeit the match will be considered complete and no more changes may be made.

Game Forfeit

A game may be forfeited any time before the game starts or while the game is being played. You can record a game forfeit by tapping the **More** button on the **Start Game Page** or on the **Frame Score Page**. Tap the button for the team that is forfeiting the game. You will then be asked to confirm the forfeit.

Substitution

Substitution Page

Substitutions are recorded at the start of the frame in which they take effect. A substitution may be replacing one player by another or adding a player to a team playing shorthanded. The former is limited to once per game.

To record a substitution, click the **More** button on the **Frame Score Page**. Then select the player that is subbing out and the player that is subbing in.

Release Match

If you want someone else to take over electronic scoring for a match after you have acquired it, you will need to release the match. To release a match, tap the **More** button on any page and then tap the **Release** button. The match may then be selected for continued scoring from the list on the website home page.

Players Present / Absent

If some rostered players are not present for the match, you may mark them absent. When a player is marked absent, their name will not be selectable for lineups or substitutions. This is an optional feature to simplify entering lineups and substitutions. Once you mark a player absent, you may undo it by marking them present. To mark players present or absent, tap the **More** button on any page after the start of the match and then tap the **Present** button to bring up the **Players Present and Absent Page**.



Players Present and Absent Page

On this page you can mark players on the two teams as either Present or Absent. Players marked Absent will not be available when putting in lineups or making substitutions.

- 1 Players with a name displayed in gray with a line-through (e.g. ~~Pollock~~) are marked absent. Tap the name to change their status to Present.
- 2 Players with a name displayed in their team color (e.g. **Langoria**) are marked present. Tap the name to change their status to Absent.
- 3 Tap the **Done** button when you have finished making changes.
- 4 Tap the **Cancel** button to return without making any changes.

Verbose and Quiet Mode

As you use the electronic scoring system, the app displays prompts and feedback. By default the app operates in **Verbose** mode, which means it displays the maximum amount of instruction and feedback. To minimize the display of instruction and feedback you may switch to **Quiet** mode. Once you are comfortable with using the app, you may want to switch to *Quiet* mode to make the display of pages more compact. You may always switch back to *Verbose* mode. To switch between *Verbose* and *Quiet* modes, tap the **More** button on any page and then tap the **Quiet** or **Verbose** button.

Leave a Note

If you have problems with using electronic scoring, or if there is an issue with the score, you may record a note for the league scorekeeper. To leave a note, tap the **More** button on any page and then tap the **Note** button.