

COURTSIDE GUIDE

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CYBERSPORTS FOR BASKETBALL

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PreGame Checklist

Game Module Preferences

Note: Game preferences only need to be selected once, and will remain in effect until any changes are made.

1. Click on **File**, then **Preferences**.
2. On **Game Info** screen select desired game format (College, High School, Professional, ...).
3. Select the **Other** tab and set the **Auto Save** Option to **Full Autosave**.
4. Click **Reports** tab then the **Font Selection** button and select desired print font. Also, select the desired reports to be included in the media print package.
Caution: Do not use the System font. Arial or Times New Roman size 12 is recommended
5. Goals, Productivity, Other (defensive assists & shot ratings) features are optional.

Pregame Setup

Select **PreGame** then **Setup**. Enter date, location, time, and choose the **Game Type** (League, nonleague, playoff, exhibition).

Entering Team Rosters

Caution: Be sure to create and use only one team roster per team. Edit the Team file rather than deleting it and creating a new one.

1. Loading a team for the first time. Click on **Teams** tab and then the **Add New** button to add a new team roster.
 - a. Enter team information and then select **Player Info** tab.
 - b. Click on **New Player** button to add player(s).
 - c. Enter player's number, name and additional information.
 - d. Click **OK** when finished and save the team file with the .bbt extension.
2. Loading an existing team. Use the **Load from File** button to add an existing team file (.bbg).
 - a. Click the **Edit** button to make changes to an existing team file.
 - b. Click on the **Active Player** option to activate or deactivate players.
 - c. Click on the **Add New** button to add new player(s).
 - d. To save changes, click **OK** and then save and replace the existing team file (.bbg).

Entering Game Officials

In the **Pregame Setup** dialog, click the **Officials** tab.

To add a new official, click on the **Add** button, enter official's name and then click **Update**. Select previously entered officials by clicking on name to highlight, and then **Load** in the Game Officials dialog. When finished, exit the **Pregame Setup** and return to Game Module main screen by clicking **OK**.

Ready for Tipoff

Select starting five players for each team by clicking on their names. Select **File**, then **Save As**, and save the game file (.bbg).

Example: **G1 UK vs PENN.bbg**

Recording Game Stats

Caution: Use your mouse to enter game data. Using a track ball or touch pad will make it difficult to keep up.

1. **Jump balls.** Game and overtime periods will start with a jump ball prompt. Be prepared to click players' number winning and losing the tipoff.
2. **Shot Attempts.** Click the shot location on court, and then the player's number when prompted for **Player for Shot?** Use the left mouse button to enter the location for missed shots. Use the right mouse button for made shots.
Note: The shot location is not stored until the player's number is selected. When entering shots do not click directly on the baseline or sideline.
3. **Lay-ups & Dunks.** Use the designated box area on the right side of basket to enter right side lay-ups and the box area to the left side of the basket to enter left side lay-ups. Use center portion to record dunk shots.
4. **Assists.** After a made shot, enter a player's number when prompted for **Player for Assist?** On made shots, spotter should call out **From** and **Player's Number** to credit an assist.
Note: If there was no assist, ignore the prompt and continue with the next game action.
5. **Rebounds.** On missed shots, enter a player's number when prompted for **Player for Rebound?** Click on **Team Name** or ignore rebound prompt on team rebounds.
Note: CyberSports automatically credits a team rebound when an individual player is not selected.
6. **Put Back or Tip shots.** On missed shots, when the rebounded ball is directly shot or tipped, ignore the **Player for Rebound?** prompt. Click the **PutBack** icon and then click player's number.
If the tip or putback is successful, click on the **Made** icon.
Note: By selecting the Putback icon, players will be credited with both an offensive rebound and a shot attempt.
7. **Blocked Shots.** First enter shot location and player for shot attempt. Ignore **Player for Rebound?** prompt. Instead click the **Block Shot** icon and then click the player's number making the block.
After entering player for block, enter player's number or team gaining possession of the rebound.
8. **Steals and Turnovers.** When the ball is stolen, click the **Steal** icon and click the player's number making the steal. Then click the player's number who turned the ball over. When a turnover occurs without a steal, click on Turnover icon, and then player's number committing the turnover. If there was no steal on the play, ignore the **Player for Steal** prompt.
Note: Following a steal, a team turnover will be automatically credited if an individual player is not selected for the turnover.
9. **Fouls and Free Throws.** On fouls, click the **Offensive** or **Personal** or **Technical foul** icon and then on player's number or team button committing the foul. When free throw shots are awarded, click on the **FT** icon. Select the number of free throws being shot and the player shooting. Choose **Made**, **Missed** or **Violation** for each free throw shot, then click **OK**.
Note: On offensive fouls you will be also prompted for **Player that took the charge?**
10. **Clock (Timing).** The clock **Start/Stop** button is located under the clock display. The clock will automatically stop when Timeout or Foul icons are selected, and will automatically start after a missed free throw.
End of Period: Double check score with scorebook and scoreboard.
Caution: Do NOT click the **Start New Period** button until all of the actions from the previous period have been recorded.
Switching Ends of Court. To change direction either at the start of the game or for the second half, select **During Game** and click the **Switch Sides** option.
11. **Making Substitutions.** The Spotter can be very helpful during substitutions. Player substitutions can be made whenever the clock is stopped. Clicking on names will add (highlight) or remove players from current lineup.
On multiple player substitutions, click the **Sub All** button, and re-enter the players on the court.
Caution: Anticipate and be alert for substitutions that occur during timeouts and at the start of a new period.

➤ Making Corrections / Editing

1. Use **Edit** → **Undo** or **Ctrl + Z** Key to delete the last entry.
2. Double-click directly on a specific action in an **Action List** window or use **Edit** → **Actions** to access the action editor. The action editor consists of a spreadsheet containing the game events. Just double-click on a cell to change its contents.
3. To change a three point shot to a two point shot, just double-click on the event in the action list window and use the court diagram to change the location of shot.

➤ Halftime Checklist

1. Check score. Double check to make sure CyberSports, scorebook, and scoreboard agree.
2. Print Half Time reports. Use **File** → **Print**, select a report.
3. Check Internet connection. Maximize Monitor Module and look at the statistics to make sure the Internet connection is working. If it is, minimize Monitor Module. If not, start up the Internet connection and Monitor Module again.
4. Change ends of court. On main menu bar, click **During Game** → **Switch Sides**.
5. Enter Second Half Starters.

Viewing Game Statistics.

Team or individual player statistics can be viewed at any time by clicking on the **View** icon. You can also view any of the CyberSports game reports by selecting **File** on the main menu bar, choosing **Print Preview**, selecting the desired report and then clicking the **OK** button.

➤ Post Game Checklist

Checklist

1. Check score. Double check to make sure CyberSports, scorebook, and scoreboard agree.
2. Save Game. Click **File** → **Save**.
3. Print reports. Click **File** → **Print** and print out desired report(s).
4. Create Web Pages. CyberSports reports can be exported as HTML files for display directly on Internet web sites. Just choose **File**, pick **Export HTML**, and select the desired report.
5. Copy to floppy disk. Use **File** → **Save As** (or use Windows Explorer) to save the game file to a floppy disk.
6. Live Internet webcasting. If you are exporting the game live over the Internet, maximize the Monitor Module and select **Actions** → **End Webcast** option.
Note: The final game box score will remain on the CyberSports Internet webcasting site for at least one month.
7. Exit the Monitor and Game Modules.

E-mail Game Files

CyberSports game files can be easily e-mailed. Just use your e-mail's **Insert** → **Attach File** option. Game files can be used to view game data by anyone with CyberSports or with a CyberSports Viewer.

➤ Webcasting Instructions

Create Team Page and/or Tournament Page

This is a very important part of the process. The Team Page and Tournament Page is created on the cybersportsUSA.com website. The Team Page is for your team, but it also shows visitors to our website when you will be webcasting games. That's the whole purpose for writing Webcasting software, so that basketball fans can find games being Webcast.

When you visit our home page next, you'll notice that we have some links on the right (Yesterdays Webcasts, Today's Webcasts, Tomorrow's Webcasts, and Next 7 Days Webcasts) where fans can check for recent and upcoming games. All of these lists are automatically generated from the Team Page Schedule. So, when you edit your Team Page and add a game to your schedule, and if you identify it as one that will be Webcast, then this game will show up on the automated lists.

From your Team Page, fans can go directly to your Webcast games, by clicking a link above your schedule.

Watch for new capabilities soon, which will give you the ability to create hundreds of statistical reports automatically, and have them linked to your Team Page, or Tournament Page.

To create a Team Page and/or a Tournament Page, you'll need your serial number for CyberSports Basketball. Then, go to this URL, which can also be found on our Home Page:

http://www.cybersportsusa.com/join_webcast.asp

Game Module

1. Double check **File** → **Preferences** → **Other** → and make sure the **Auto Save Option** is set to **Full Autosave**.
2. Check the **Pregame** → **Setup**.
3. Make sure team abbreviations are entered on both team files.
4. Be sure to enter a comment about the game or put the name of your league in Comment text box. This comment will appear to fans. Some teams use it to provide an e-mail address where fans can write to you. Some use it to provide some key insights to the game for fans that may not be familiar with your team.
5. Select **File** → **Save** to update the current game file if any changes have been made.

Internet Connection

6. Use your **Dial-Up Networking** connection to connect to Internet.

Webcasting

The following steps apply to customers with Version 4.2.3, 4.2.4, or higher. If you have a copy of Version 4 which has not been upgraded to 4.2.3, we recommend that you download the most recent Version 4 update. For the download, go to <http://www.cybersportsUSA.com>, click on Customer Support and then click on the link for Downloads (on the right side of the page).

7. In the Game Module, Click on **Webcast** → **Start**.
8. Minimize the Game Monitor Module and return to the Game Module.

Note: You should now be Webcasting. Web files will automatically sent to the server about every 55 seconds.

9. After the final action has been entered, click the button underneath the clock for **Start New Period**. It should now display **End of Game**.
10. After a minute or two, maximizing the Webcast Module from your taskbar and click **Stop**.

Post-Game Webcasting

If you are unable to Webcast during the game, you can still put your game results and the final box score on the Internet after the game by sending the game file from your office or home.

Internet Connection

Use your **Dial-Up Networking** connection to establish an Internet connection.

Webcast Game Results

1. Open the CyberSports Game Module. Click **File → Open** and open the desired game file.
2. Select **Webcast → Start** and click on the **Start** button.
3. You should now be Webcasting the final results of your game file.
4. Wait at least two minutes and then select **Stop** on the Webcast Module, and close the window.