How to score a game in Courtside (Standard)

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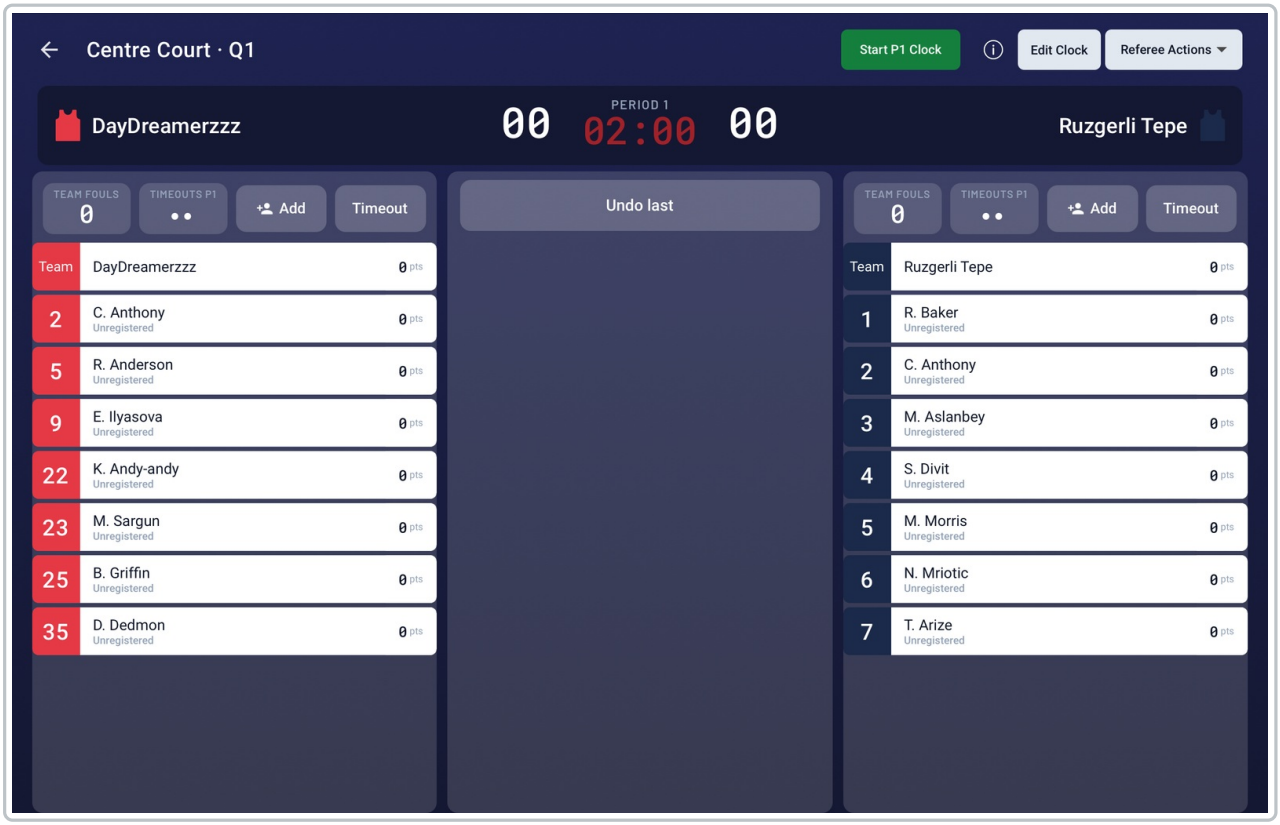
Overview

To record anything, start the clock, tap the player, then tap the action. Courtside records points, fouls and timeouts against each player. Every player picked for the game is listed, so there are no substitutions to record.



Reading the game screen

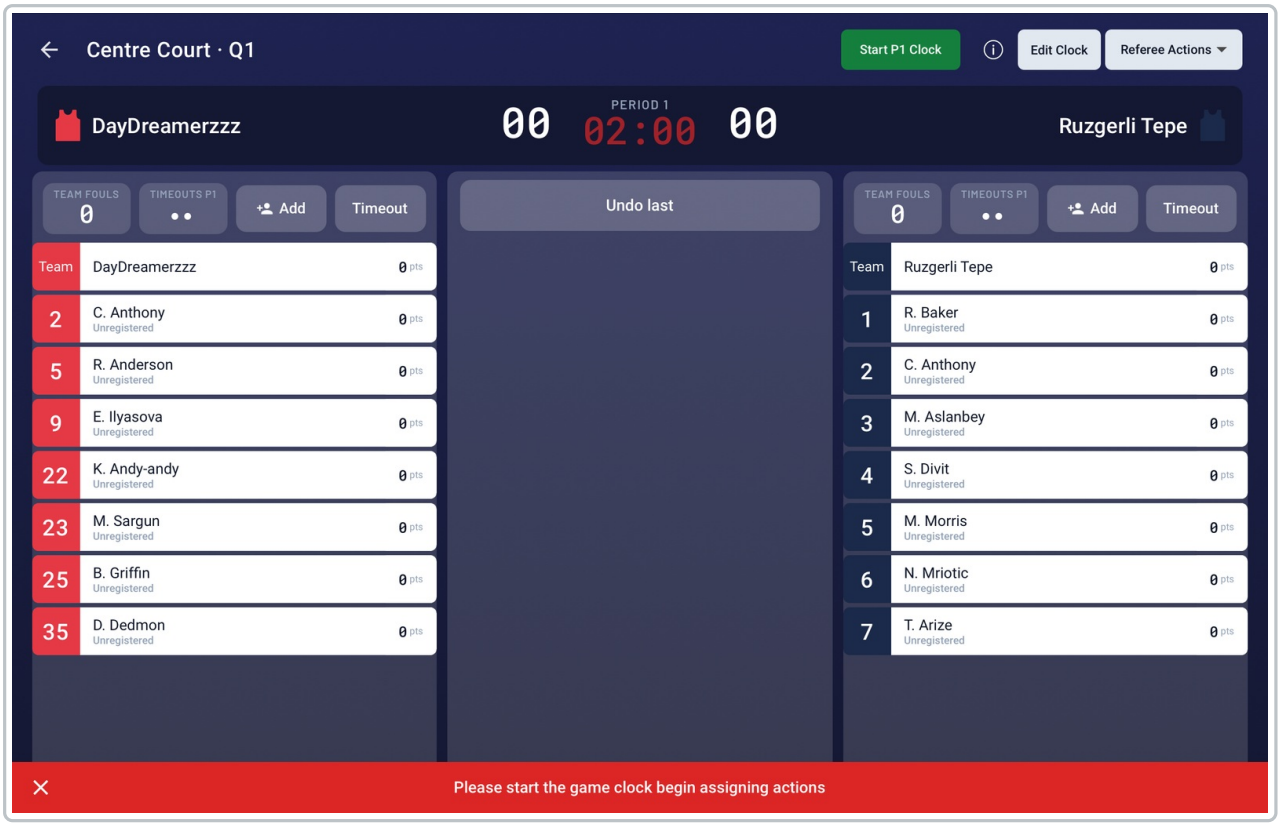
- **Header:** the court and period (for example **Centre Court · Q1**), the clock button, ⍰ for tips, **Edit Clock** and **Referee Actions**
- **Scoreboard:** both scores, the period and the game clock
- **Under each team: Team fouls** for this period, **Timeouts** left this period (one dot each), **Add** and **Timeout**
- **Player rows:** number, name and points. A red **1F**, **2F** and so on shows a player's personal fouls. The **Team** row at the top records team points and team technical fouls.
- **Game log** (middle): every action with its game-clock time, newest at the top

Step-by-Step

Step 1: Start the clock

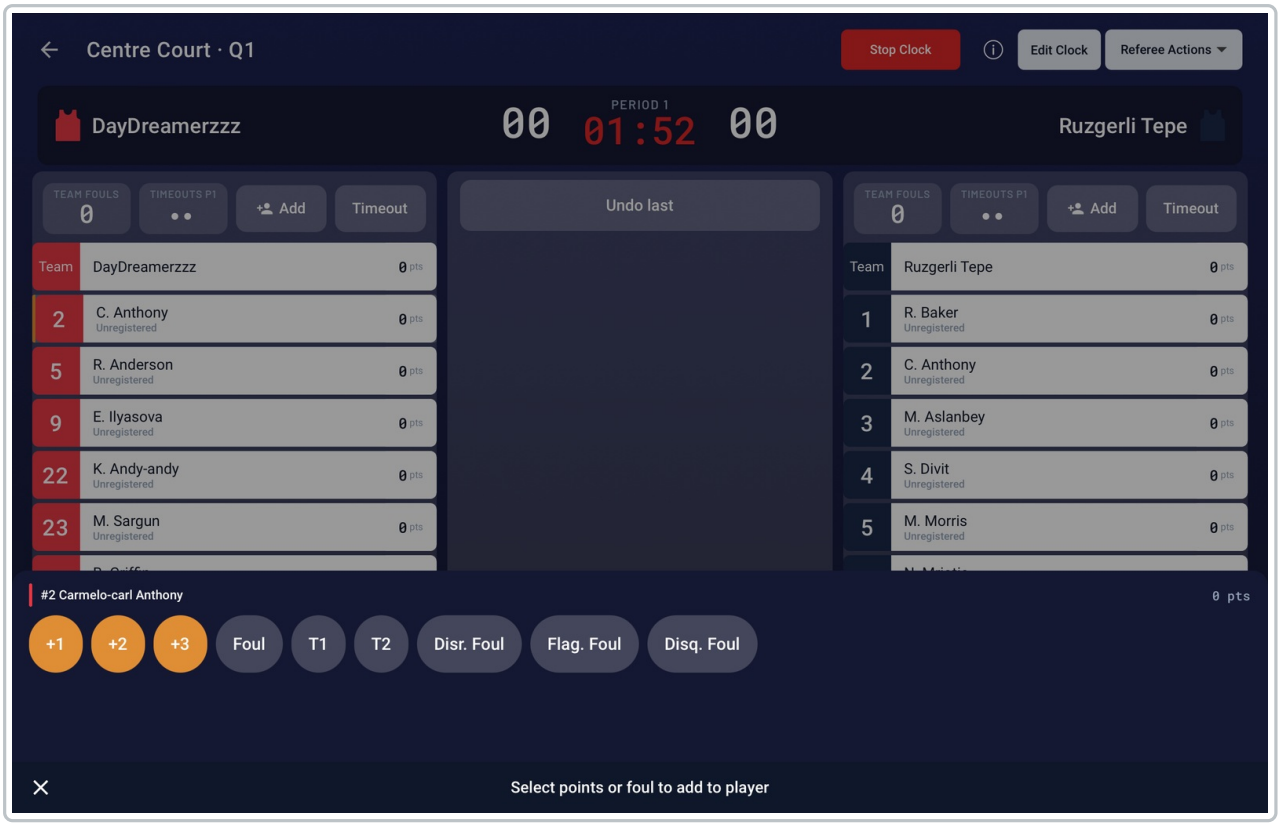
Tap **Start P1 Clock** at tip-off. The button turns red and reads **Stop Clock**. Tap it to stop the clock, and tap **Run Clock** to start it again.

You can't record anything until the period's clock has started. If you tap a player first, Courtside shows **Please start the game clock begin assigning actions**.



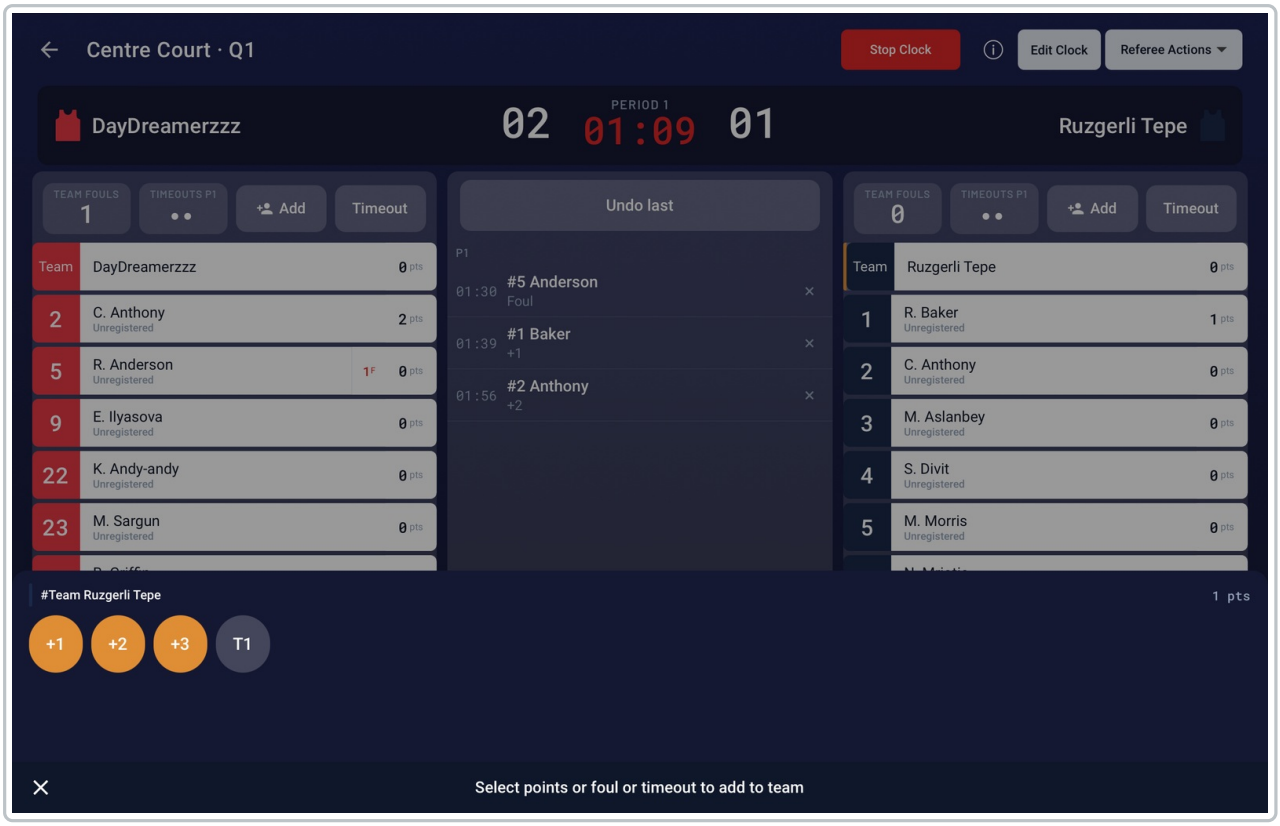
Step 2: Record points and fouls

1. Tap the player. A panel opens at the bottom with their name and points and says **Select points or foul to add to player**.
2. Tap the action. It's added to the game log and the score updates.
3. To close the panel without recording anything, tap ×.



Button	Records
+1, +2, +3	A made free throw, 2-point shot or 3-point shot
Foul	A personal foul
T1, T2	First or second technical foul
Disr. Foul	Disruptive (unsportsmanlike) foul
Flag. Foul	Flagrant foul
Disq. Foul	Disqualifying foul

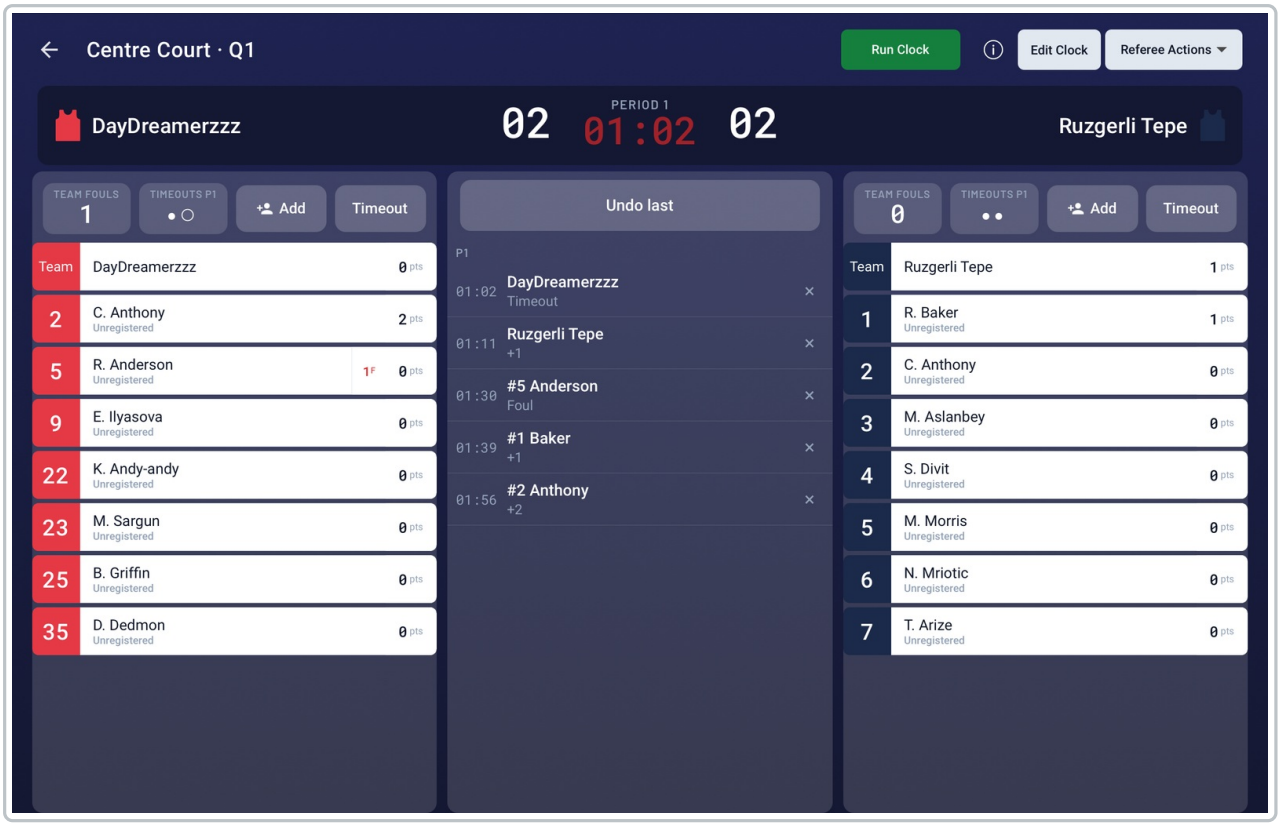
The **Team** row offers only **+1**, **+2**, **+3** and **T1**. If a head coach was set, a **Coach** row also appears. A coach can only be given a technical foul.



When a player reaches the foul limit, Courtside shows **NAME is now fouled out** and stops offering them actions. When a team's fouls in a period reach the competition's limit, its team fouls box changes to **Bonus**.

Step 3: Record a timeout

Tap the team's **Timeout** button. Courtside stops the clock, logs the timeout and empties one dot. When the team has no timeouts left, the button is greyed out. Some competitions allow no timeouts in some periods, such as overtime.

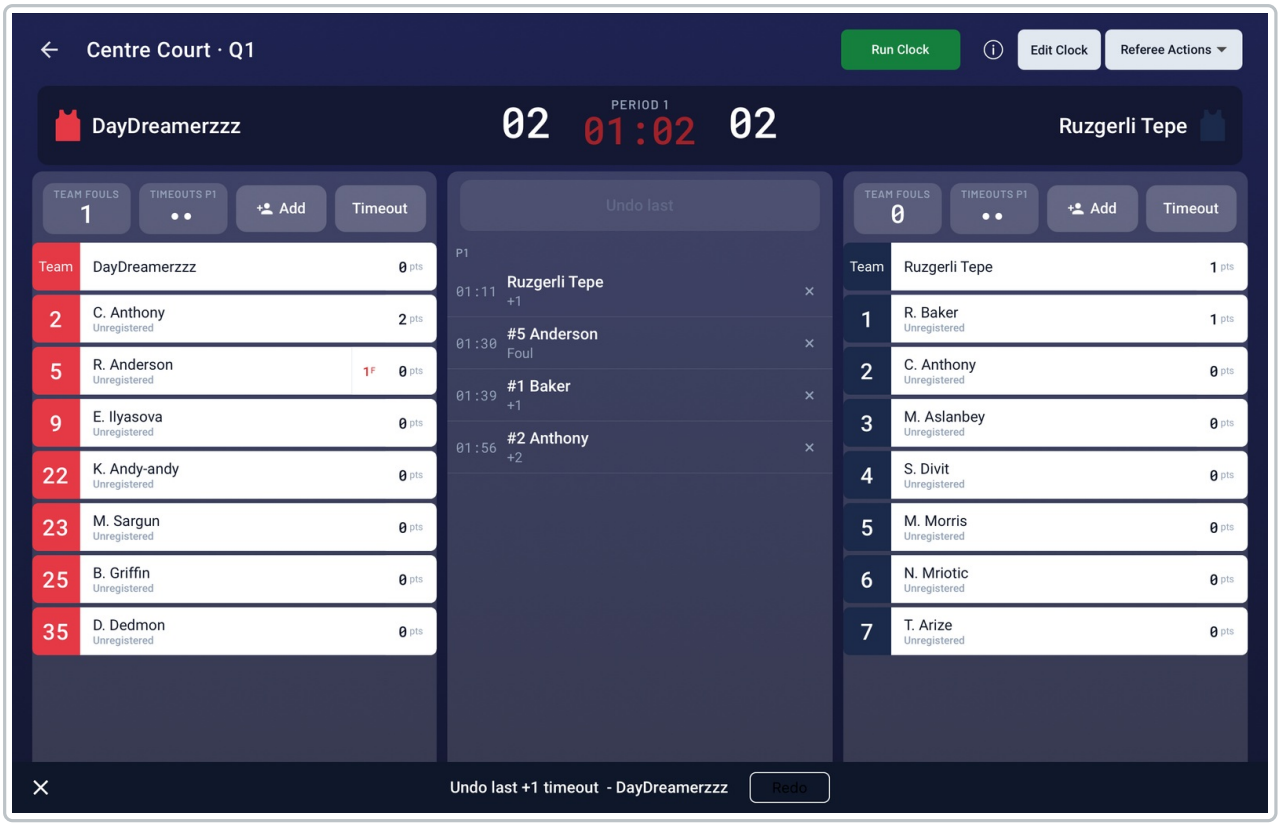


Step 4: Add a late player

Tap the team's **Add** button. The team setup screen opens. Add the player, then tap **Finish setup** to return to the game.

Fixing mistakes

- **Undo last** removes the most recent action. A bar at the bottom says what was undone. Tap**Redo** on that bar if you undid the wrong thing.
- To remove an older action, tap the **×** beside it in the game log and confirm.
- To fix the clock, tap **Edit Clock**. **Edit Time** opens and stops the clock. Pick the period tab, use **+** and **−** for minutes and seconds, then tap **Done**. **Set to 0** and **Reset to** *period length* are shortcuts.



Related Articles

- How to set up a game before tip-off in Courtside
- How to finish a game and confirm the result in Courtside
- Courtside troubleshooting and FAQs