



E-Scoring – How to Use

8 March 2026 v1

Benefits of E-Scoring

Benefits

Live scoring for spectators – Family and supporters can follow the game live from home, the sidelines, or even while travelling via the Netball HQ App.

Offline scoring capability – Games can still be scored even if the venue has limited or no internet access. Scores will sync once the device reconnects to the internet.

Reduced administration before and after matches – Electronic scoring helps minimise issues such as:

- Incorrect scores due to illegible handwriting
- Teams forgetting to record participating players
- Score discrepancies between score sheets
- Manual data entry after games

Requirements

Assign Team Managers for e-scoring – Each team must have 2–3 parents registered as a Team Manager in PlayHQ with management/scoring permissions enabled.

There is no cost to register as a manager. Registration is completed through PlayHQ, similar to player registration.

Clubs active their Non-Player Registration and share link to manager/s for e-scoring.

Clubs are responsible for ensuring managers are correctly assigned in PlayHQ.

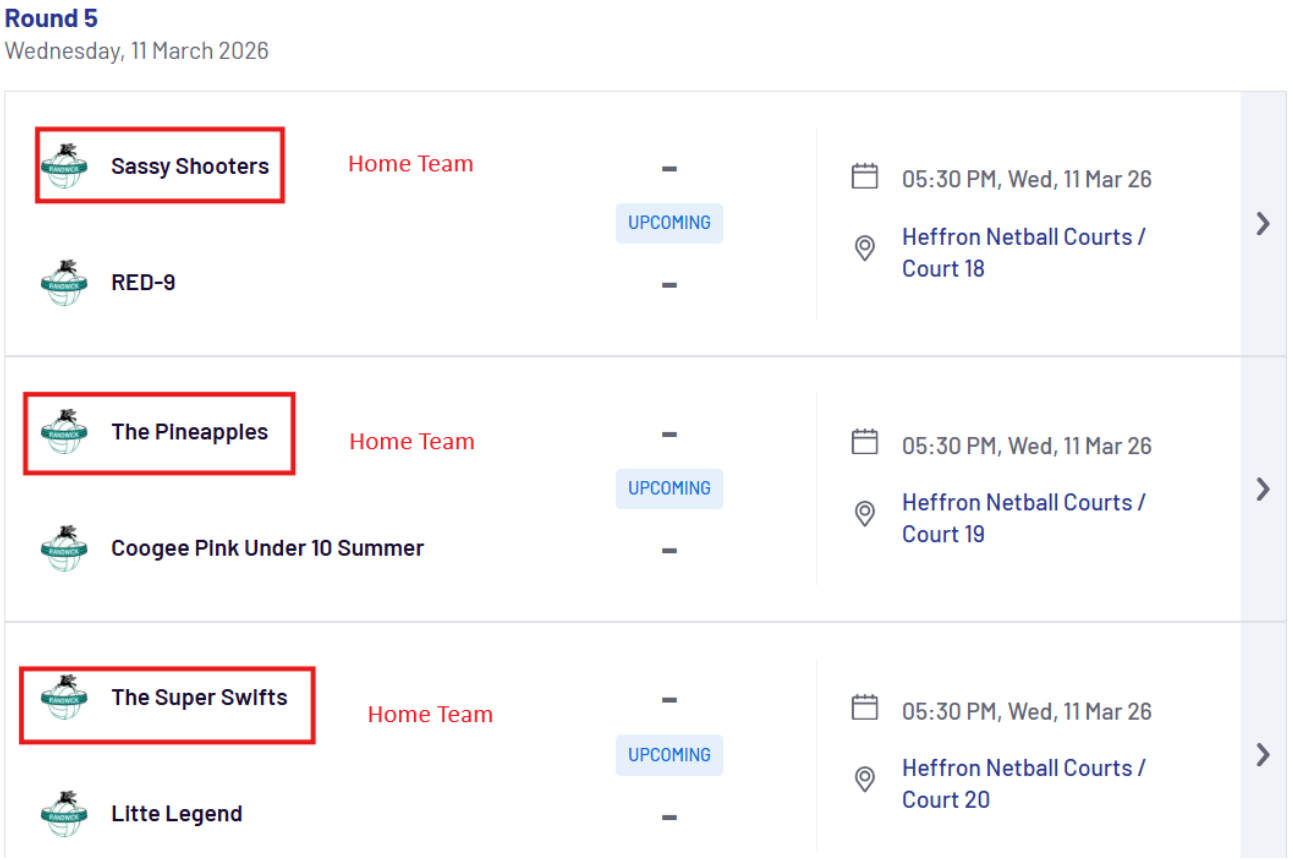
Netball HQ app – ensure manager/s have preloaded app on device

Charged device – Ensure the phone or tablet being used for scoring is fully charged before the game.

Low data usage – E-Scoring uses minimal mobile data and device battery, making it suitable for most smartphones or tablets.

How E-Scoring will work

- Access to games is available from 1 hour prior to match start time.
- Home team (first team listed on the fixture) will be responsible for e-scoring.
- Away team will score using a scoresheet for first 2 weeks until confidence builds with e-scoring when paper will be removed completely.
- Player Lineup should be completed prior to game commencing or during breaks and before final game result is submitted. This should be completed by the Home team who is E-Scoring.
- If the Home team has no-one available or set up to score, the Away team can e-score.
- A reminder that only one person should be entering E-Scoring ie Home Team. If the other team attempts to add player line up ie the Away Team this will take the scoring away from the Home Team.



Key Reminders for E-Scoring

- It is RNA's requirement that the two scorers always stand together at the mid court area near the substitution box. This will prevent discrepancies.
- Concentration is key.
- Wait for the umpire to signal the goal before entering Play HQ goal.
- Wait for the quarter to finish completely before submitting the quarter time score (NB: if the ball has left the shooter's hands prior to the whistle being blown for time, wait for the outcome of the shot and the umpire's signal).
- ACCURACY over SPEED always.



Help Available

- If you need help on game day, please come to the control prior to your match or send another person during your match and be sure to know your court number.
- Scorers do not leave the court at any time.

Netball HQ - App

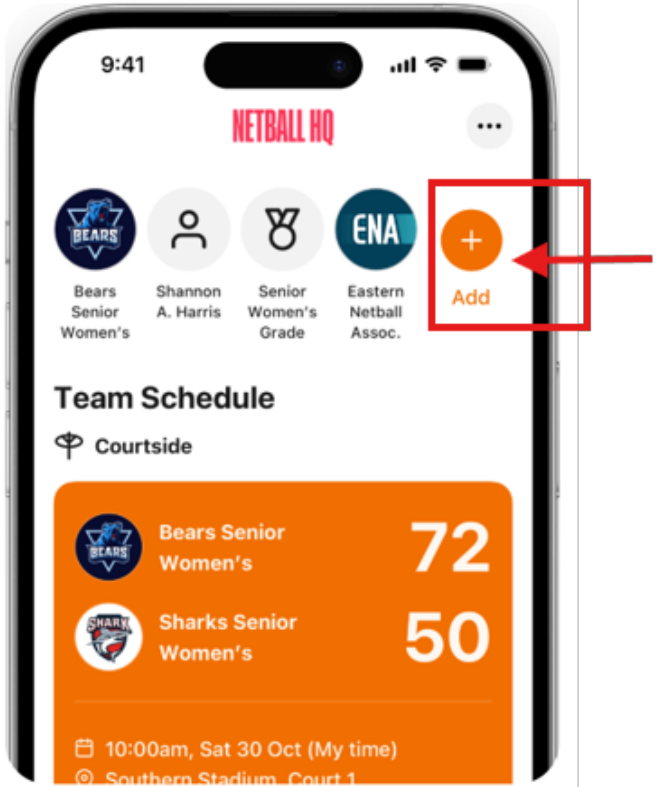
Ensure Netball HQ app is set up on device, and you have logged in prior to match day.

NB: if you have not pre-registered for E-Scoring, ensure that you contact your club direct or alternatively talk to the Junior or Senior Competition Coordinator at RNA Control

Use the **Add +** button to add Randwick Netball Association

From RNA you will select the appropriate competition and grade to locate team ie Home & Away team





Confirm Lineups

The Home Team is responsible to complete the Lineups for both teams. As noted, prior, if the Away Team initiates the Lineups, they will take the access to e-score from the Home Team.

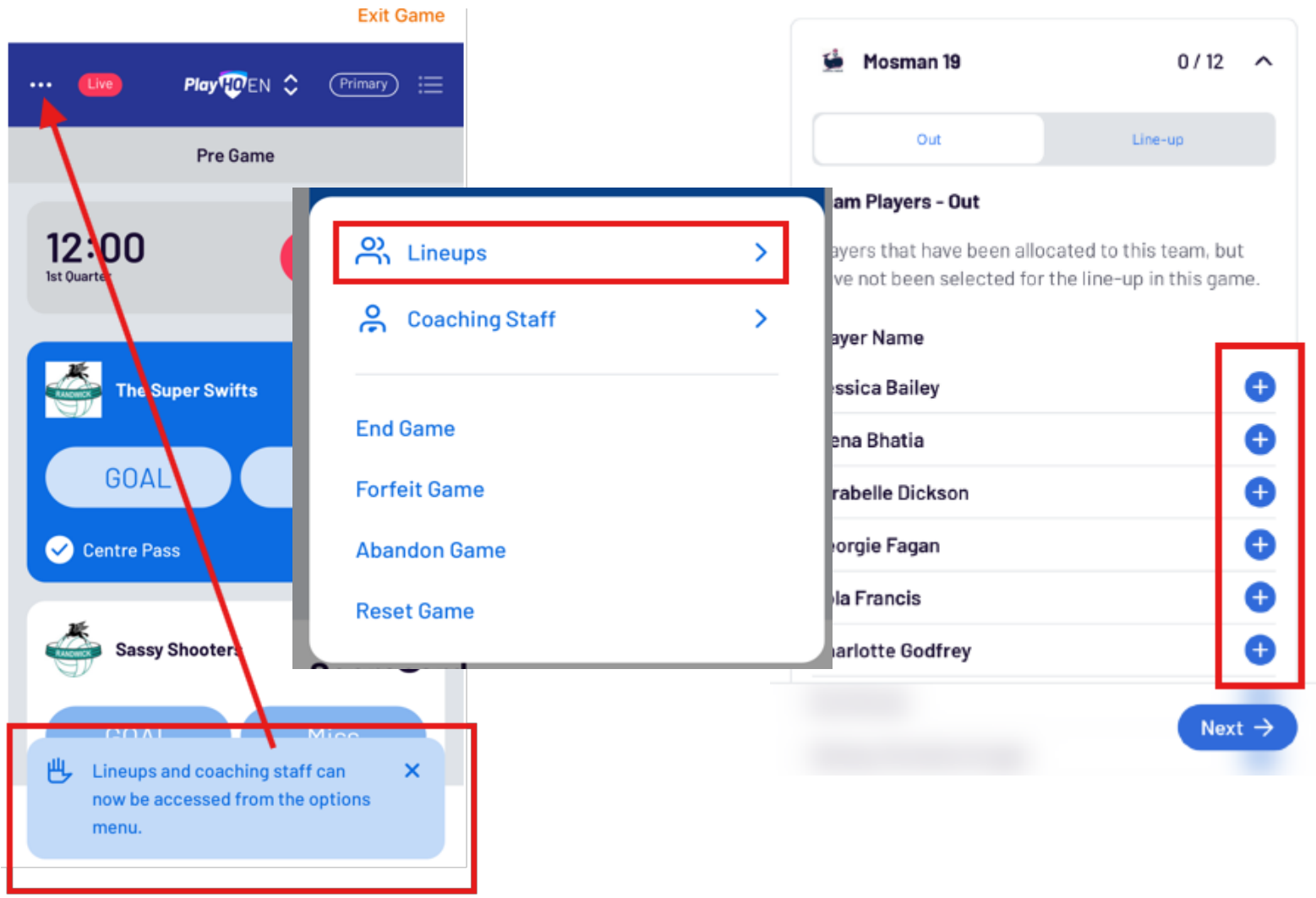
Managers from both sides will confer on the Lineups to ensure completed for both teams – Home Team only will add player names.

Where possible team Lineups should be completed before games commence.

To confirm Lineups for each team **hit the three dots** and select Lineups.

Select the first team and **use the +** to move players into line up.

Do same process for lineup for Away team



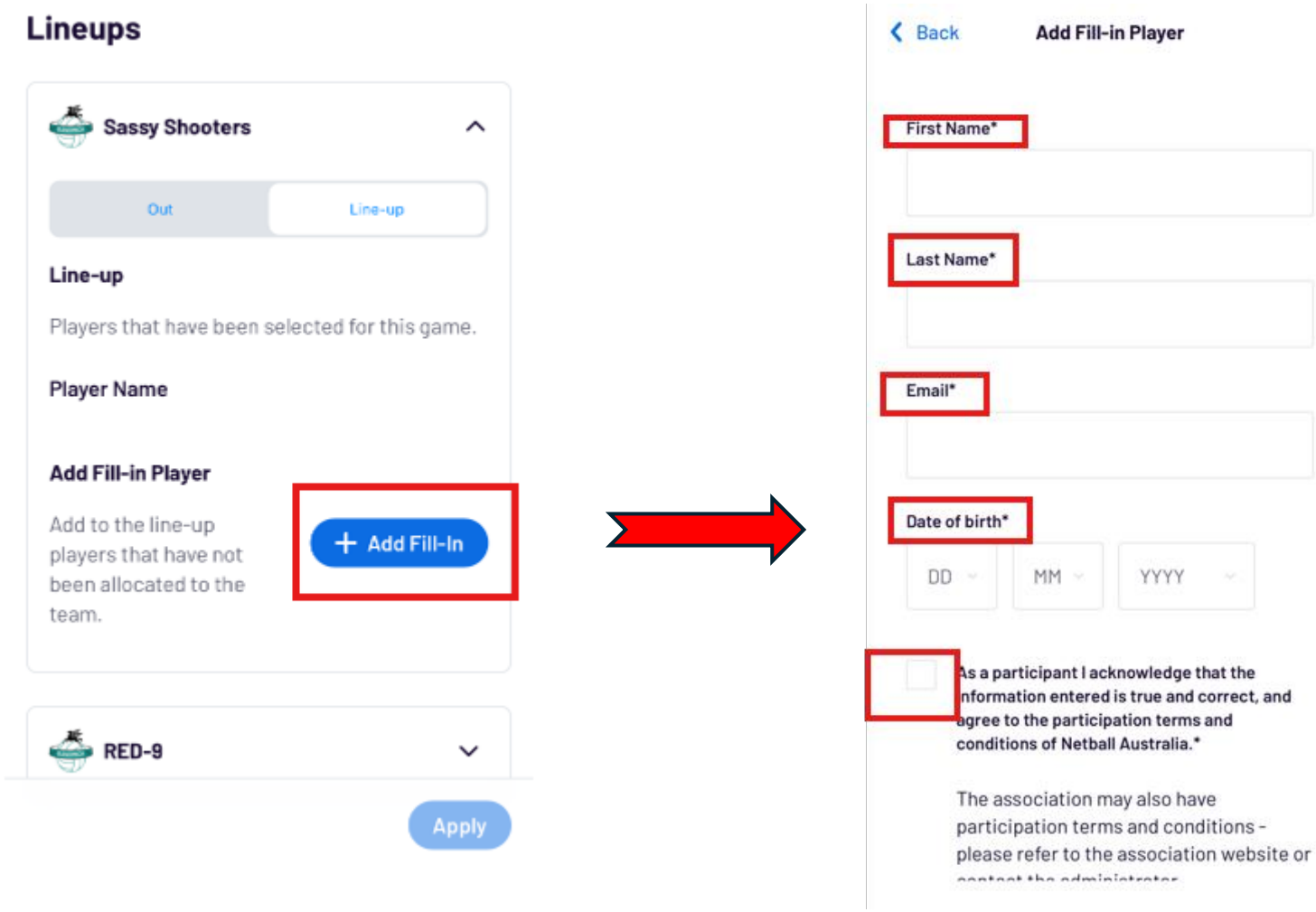
Fill-in Player

From the Lineups if you have fill in players you will need to complete their details

Select + Add Fill-In

NB: Managers will need to ensure they have all fill-in player details as per PlayHQ

- ✓ First Name
- ✓ Last Name
- ✓ Email
- ✓ DOB



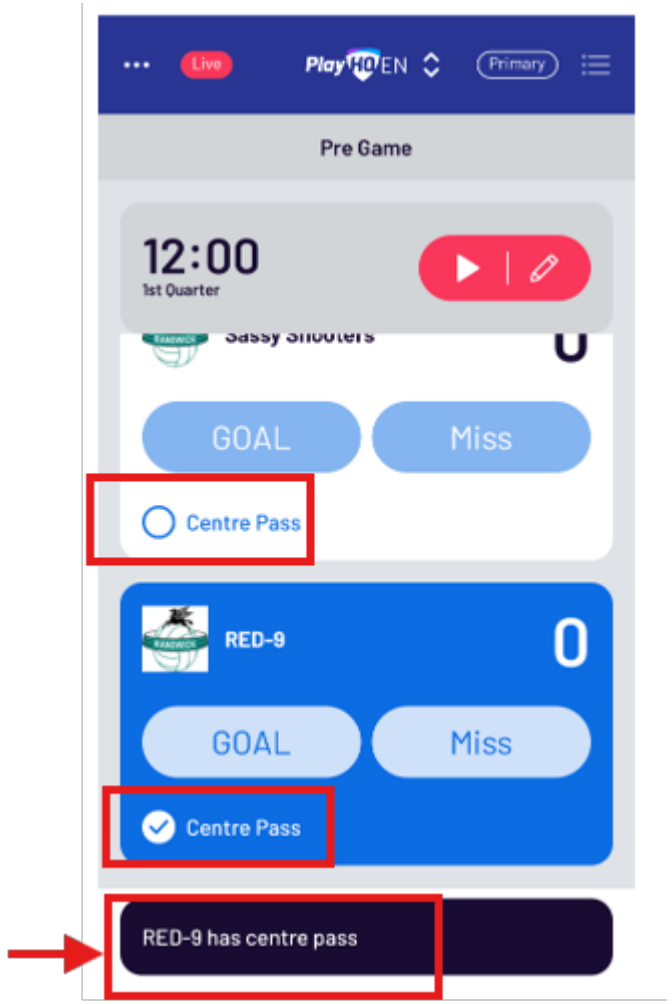
Prior to Start – Centre Pass

Umpires will ensure team captains complete process for centre pass

Scorer will select the team that won the centre pass prior to starting match

Confirmation on centre pass

- ✓ Team shown in lower section will have centre pass
- ✓ Ready for start



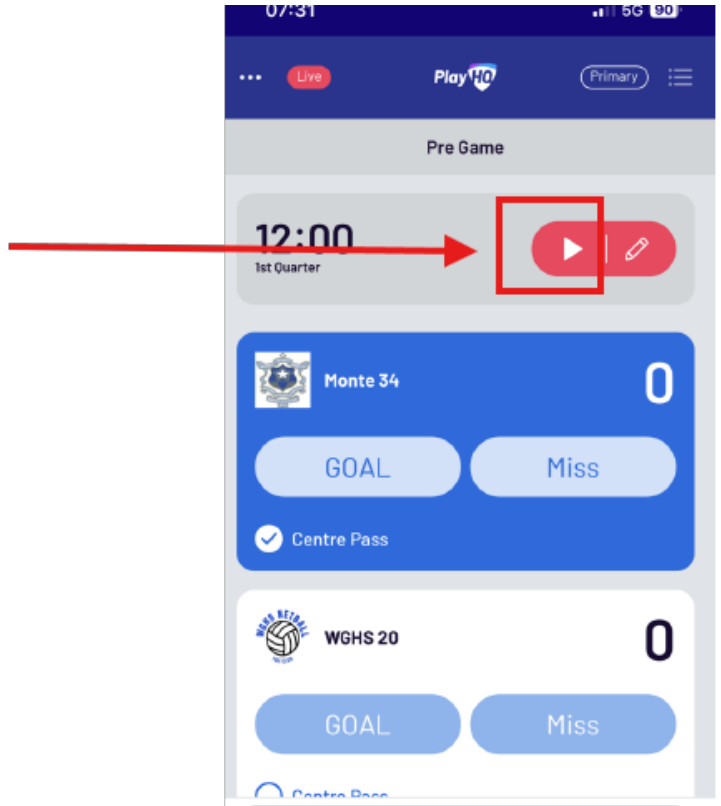
Ready for Start – On Hooter

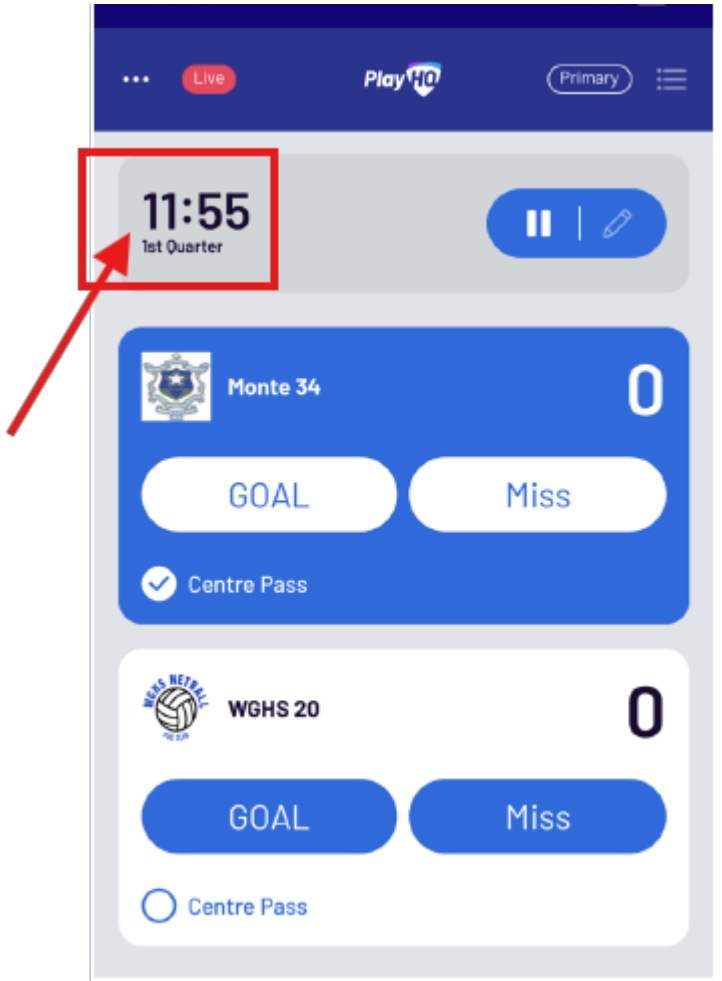
As soon as the hooter sounds, click the arrow in the red box to start the clock.

Clock must be started to enable scores to be entered.

When the HOOTER sounds (don't wait for umpire's whistle), click the arrow button.

The time shown on the clock will be appropriate to your match time, ie 12 mins for Saturday morning or 15 mins for Saturday afternoon.





Match in Progress

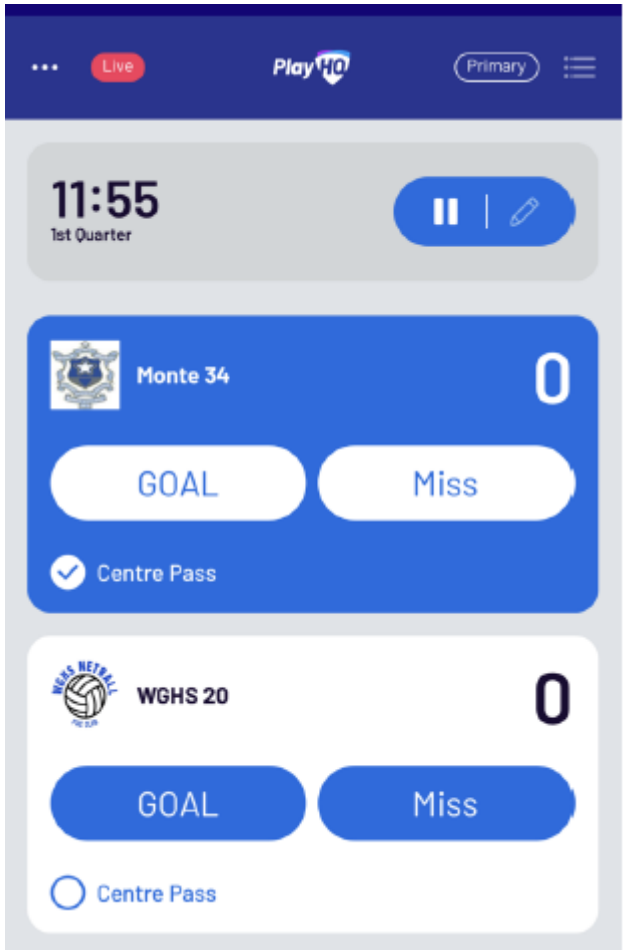
- ✓ Clock started – match in progress
- ✓ Ready to score goals

Scoring a Goal

After the umpire has signalled a goal by putting their arm straight up in the air, tap the '**goal**' button under the correct team.

You are **not required** to record misses.

Continue scoring until the hooter sounds.



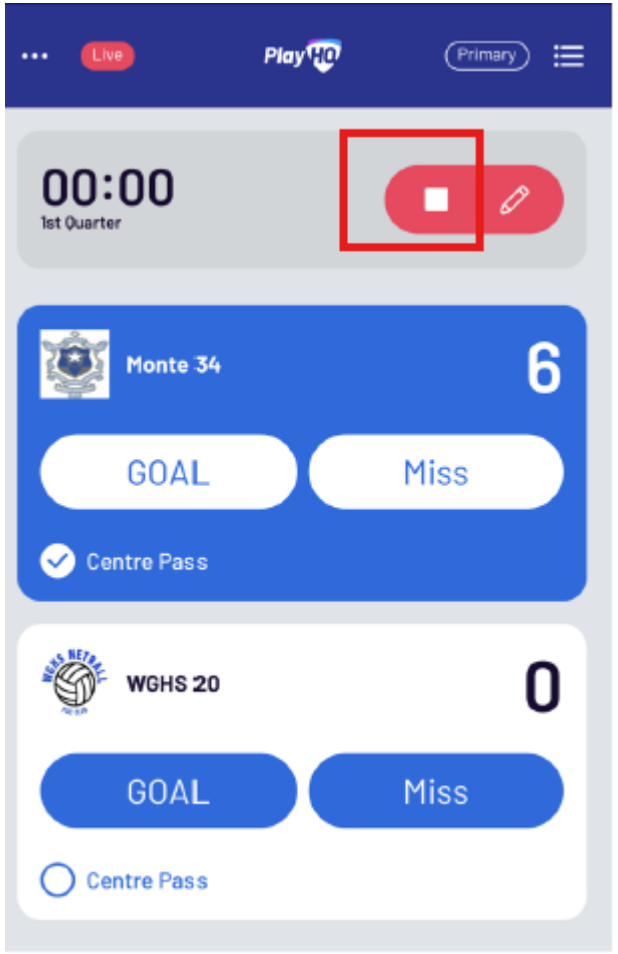
End of Quarter

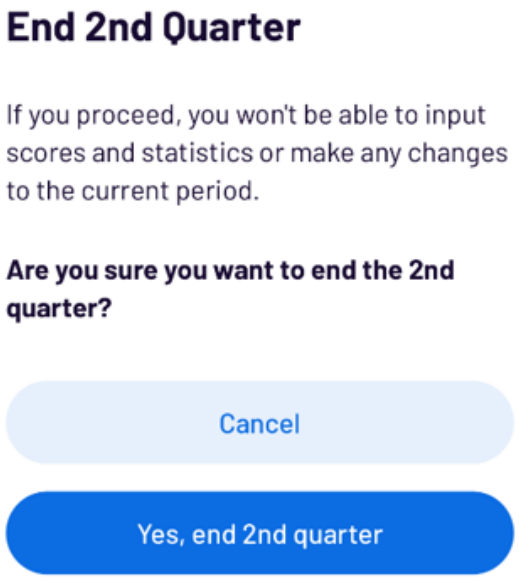
After checking that no penalty shot has been awarded and the umpires are leaving the court, press the square button to stop time.

You will be asked to confirm that you wish to proceed, once all in order select yes to end the quarter to move to the next.

If you had forgotten to start clock on the hooter and are out of sync:

- wait for end of quarter
- when umpires leave court
- click red box to stop clock
- click pencil
- 2 columns will show (Minutes and Seconds) - adjust using down arrows to 0 mins and 2 secs
- click red arrow
- Clock continues to zero, proceed to next step





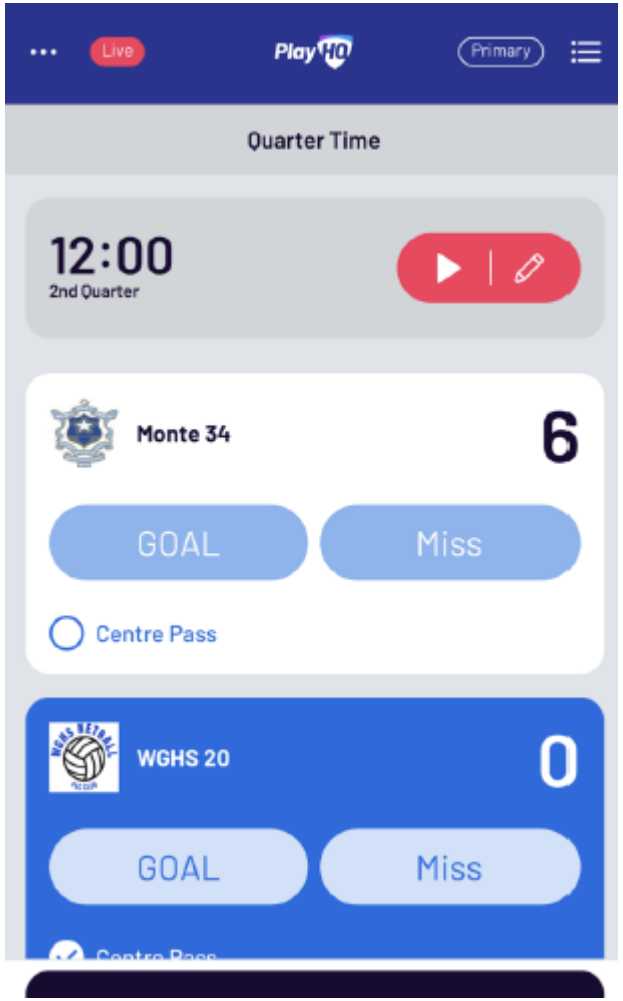
Next Quarter

You are now ready for the next quarter.

Note the clock has reset.

Wait for the hooter for the start of the next quarter and hit the arrow in the red box.

Continue same process until the end of the 4th quarter.

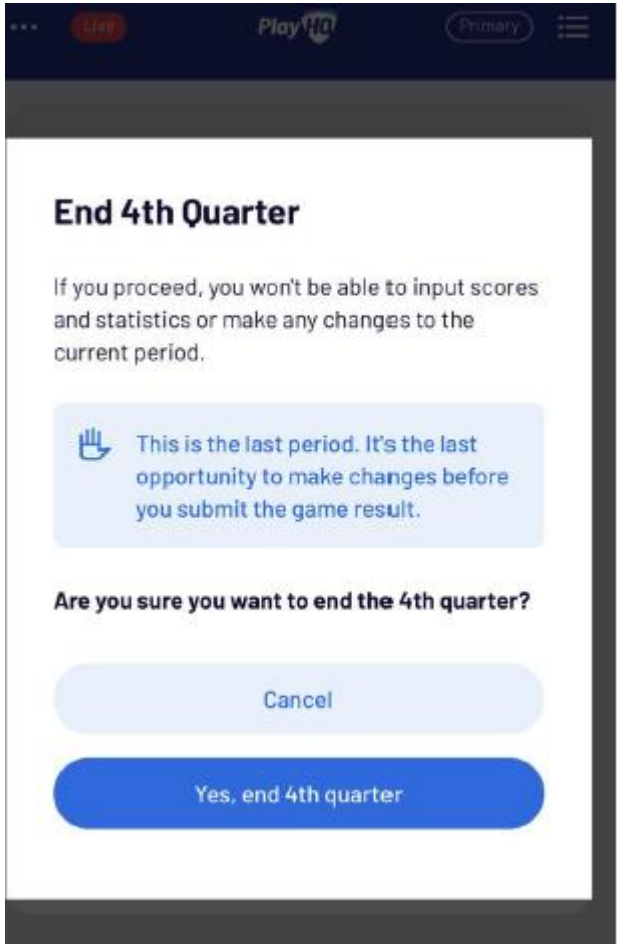


End of Match – Submitting Score

At the end of the 4th Quarter you will be required to confirm all information is correct.

Once in order select yes to submit scores.

All results can be modified by the **RNA Competition Coordinator only**, if required. Please go to the Control as soon as possible if a change is needed.



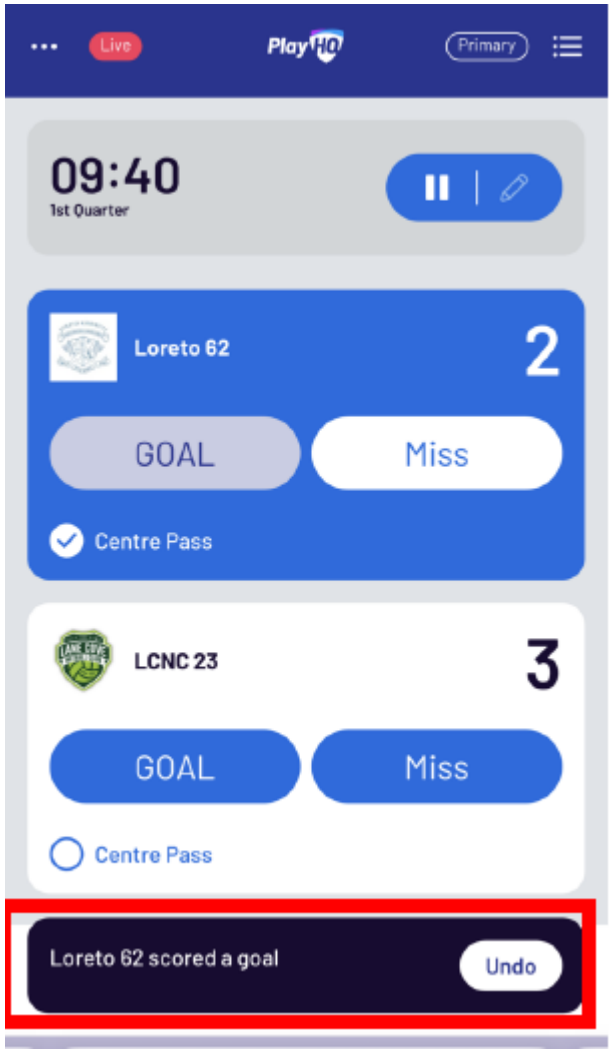
Errors and Areas to take care

Should you make a mistake, click the **Undo** button which appears at the bottom of the screen. This is only available for a couple of seconds.

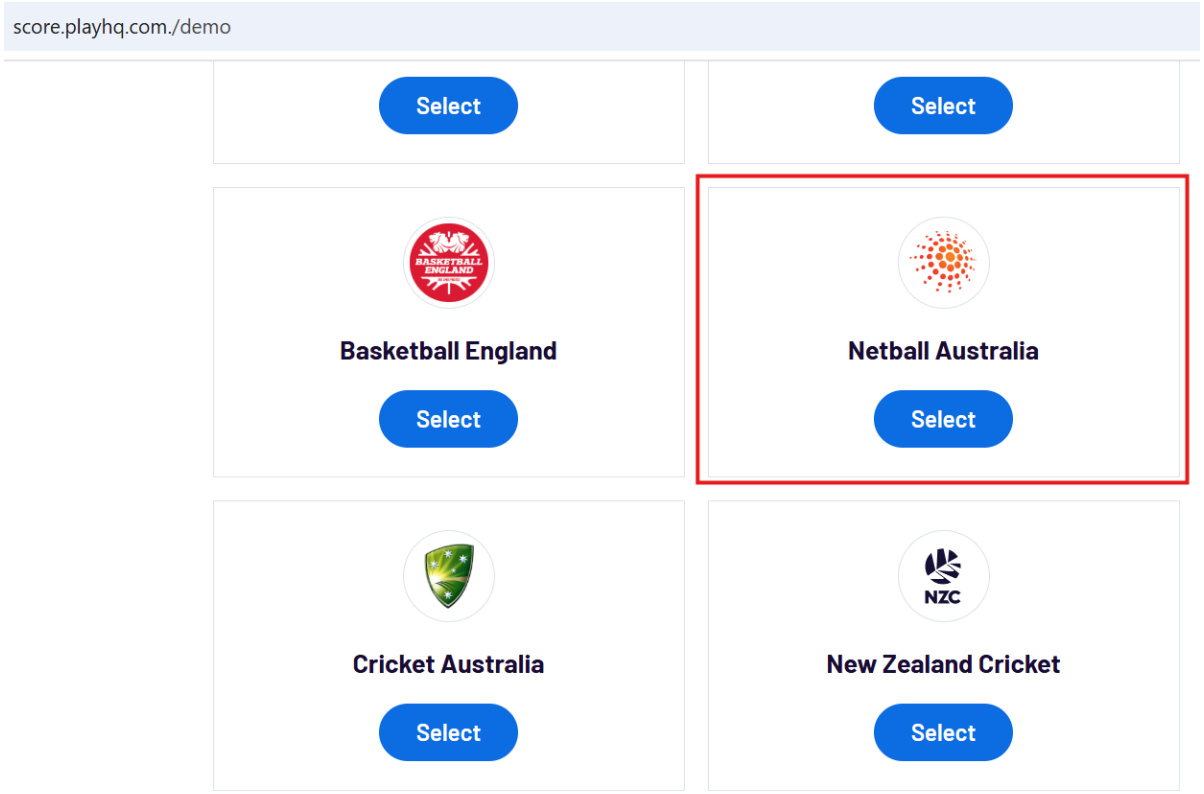
If you are a club with 2 teams in the same grade, please ensure you know which team is which. You would usually write ‘green’, ‘white’ (depending on patch colour) on the scoresheet but now you need to know your team numbers.

If Play HQ freezes, exit the match and re-enter – you will also have the option of coming to get a blank scoresheet from the Control.

ACCURACY over SPEED always



E-Scoring Demo Site - PlayHQ



https://score.playhq.com./demo

Questions

Please direct questions in the first instance to your club secretary who will escalate them to the RNA Secretary or the RNA Junior or Senior Competition Coordinator

https://www.randwicknetball.com.au/club-contacts/