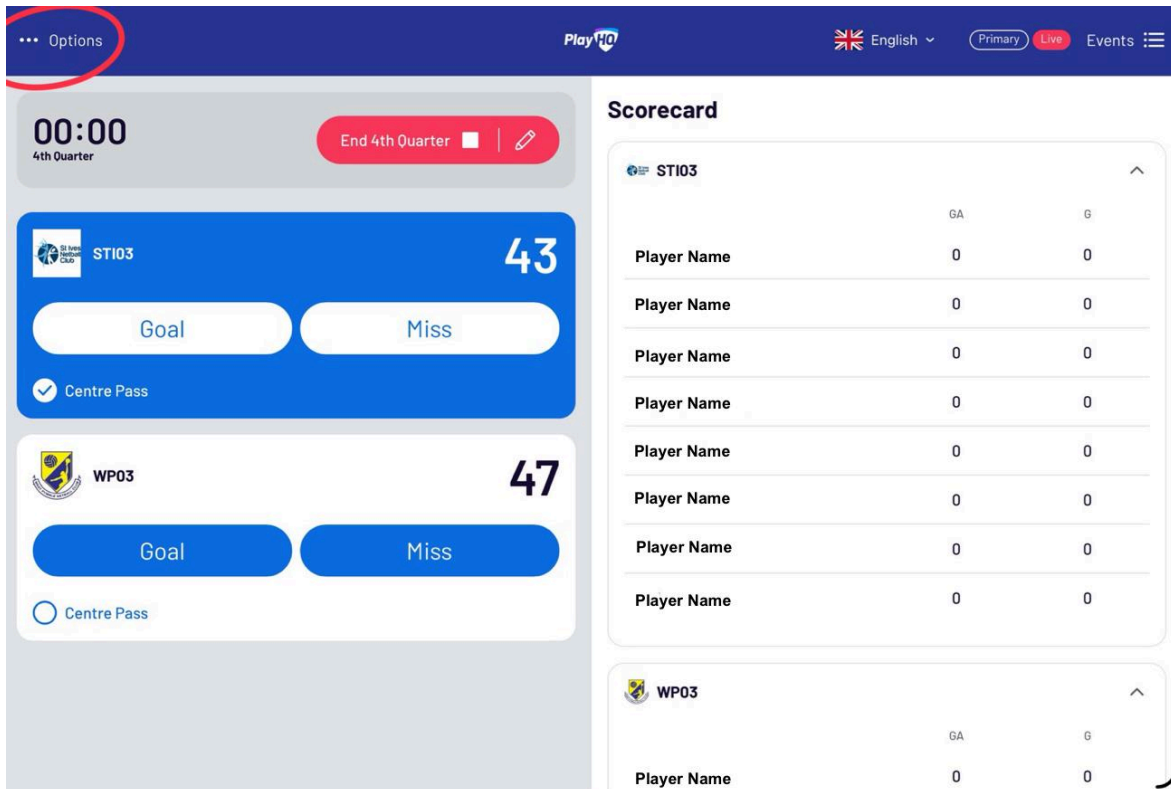


How to add the player line-up for both teams.

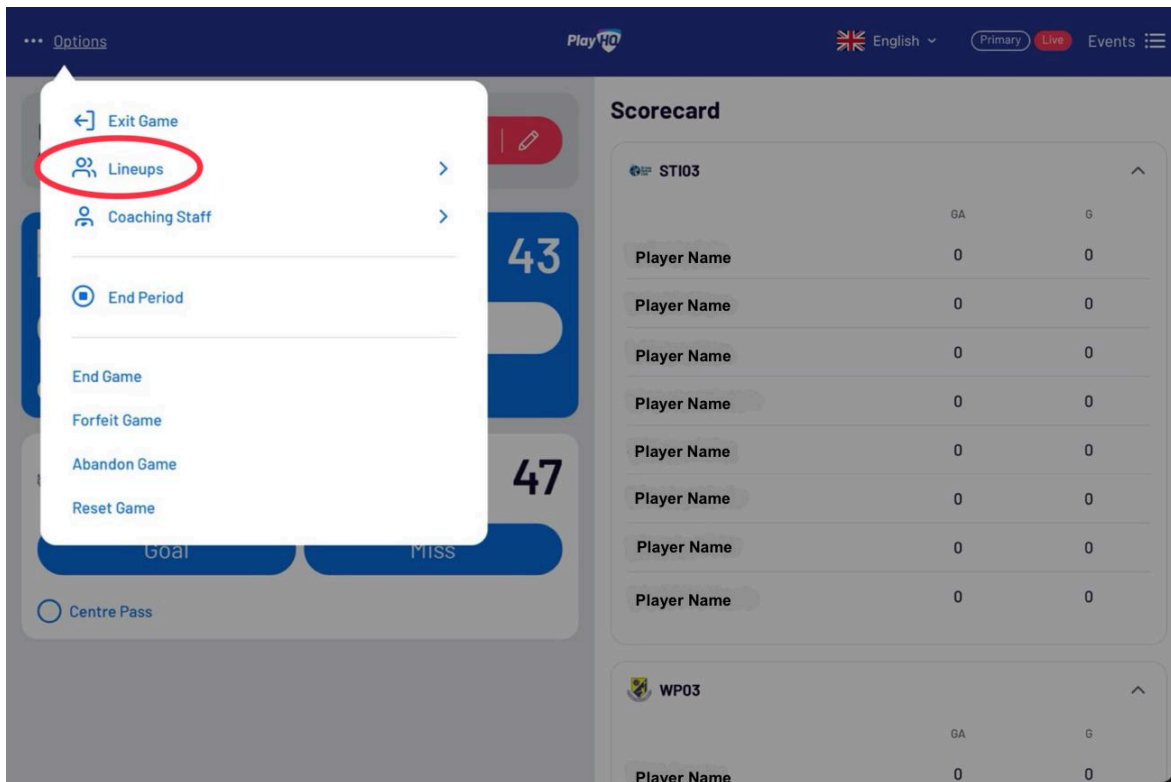
Step 1: Open 'Score Game'

Step 2: click on the options tab in the top left corner of the screen.



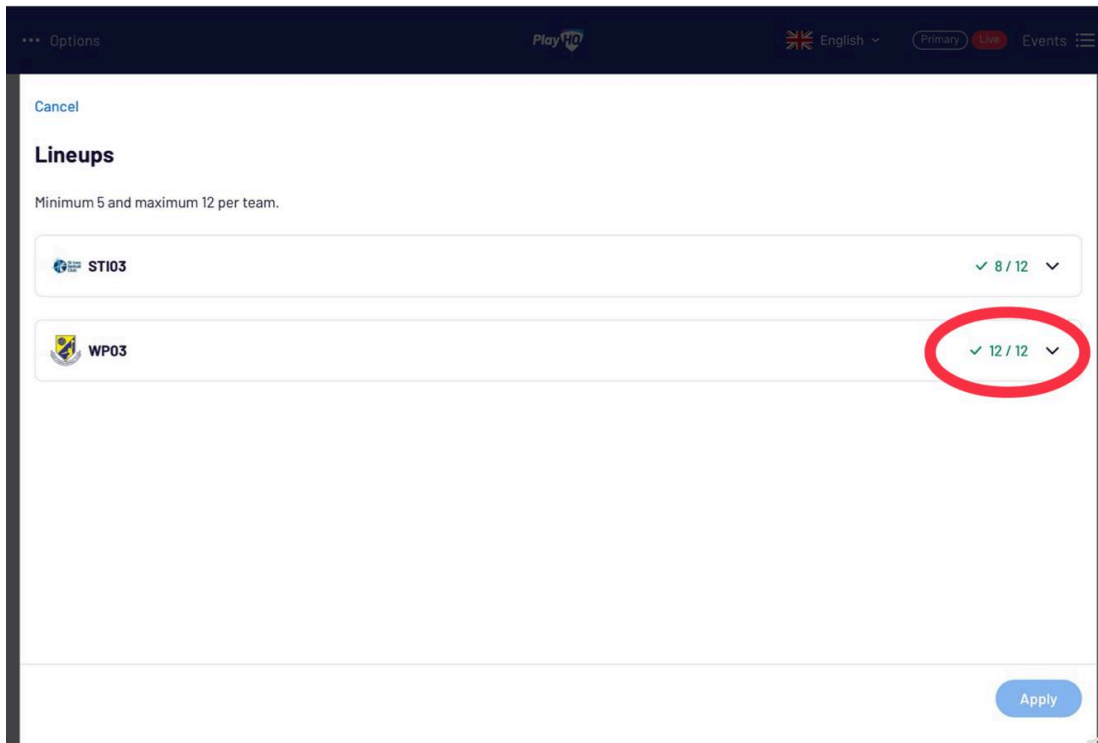
The screenshot shows the PlayHQ interface during a game. The top navigation bar includes 'Options' (highlighted with a red circle), 'PlayHQ', 'English', 'Primary', 'Live', and 'Events'. The main area displays the game score: 00:00 in the 4th Quarter, with STI03 at 43 and WP03 at 47. The 'Options' menu is open, showing 'Exit Game', 'Lineups' (highlighted with a red circle), 'Coaching Staff', 'End Period', 'End Game', 'Forfeit Game', 'Abandon Game', and 'Reset Game'. The 'Scorecard' section on the right shows player names and scores for both teams, with all scores currently at 0.

Step 3: select 'Lineups'

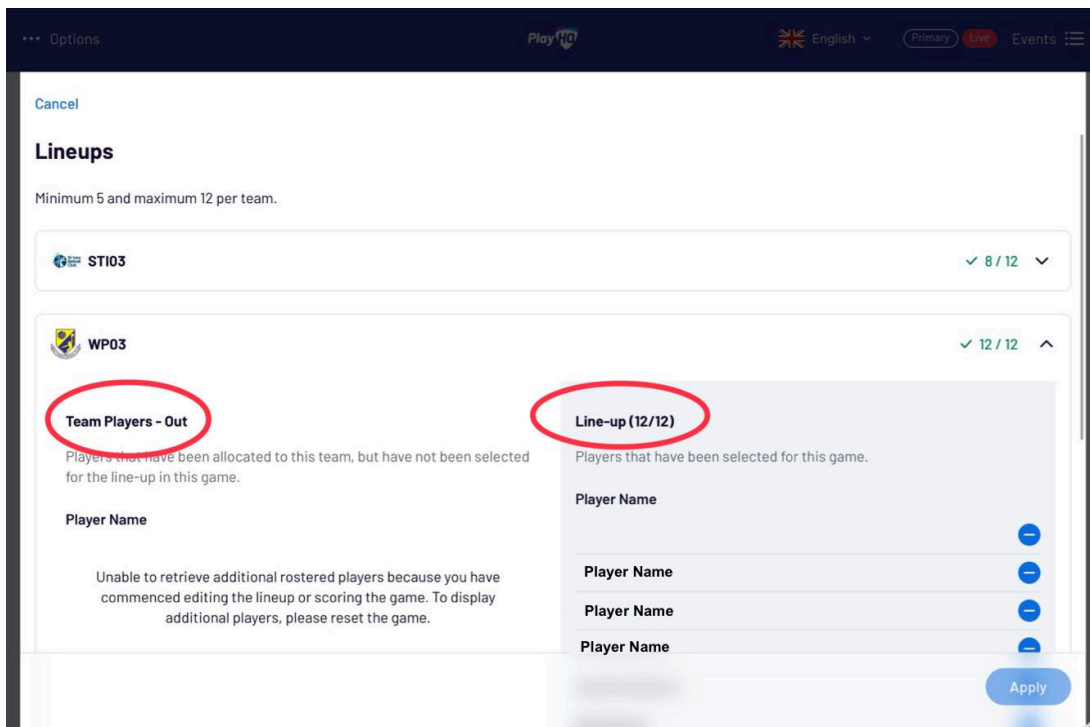


The screenshot shows the PlayHQ interface with the 'Options' menu open. The 'Lineups' option is highlighted with a red circle. The background shows the game score and the 'Scorecard' section, which is currently empty of player names.

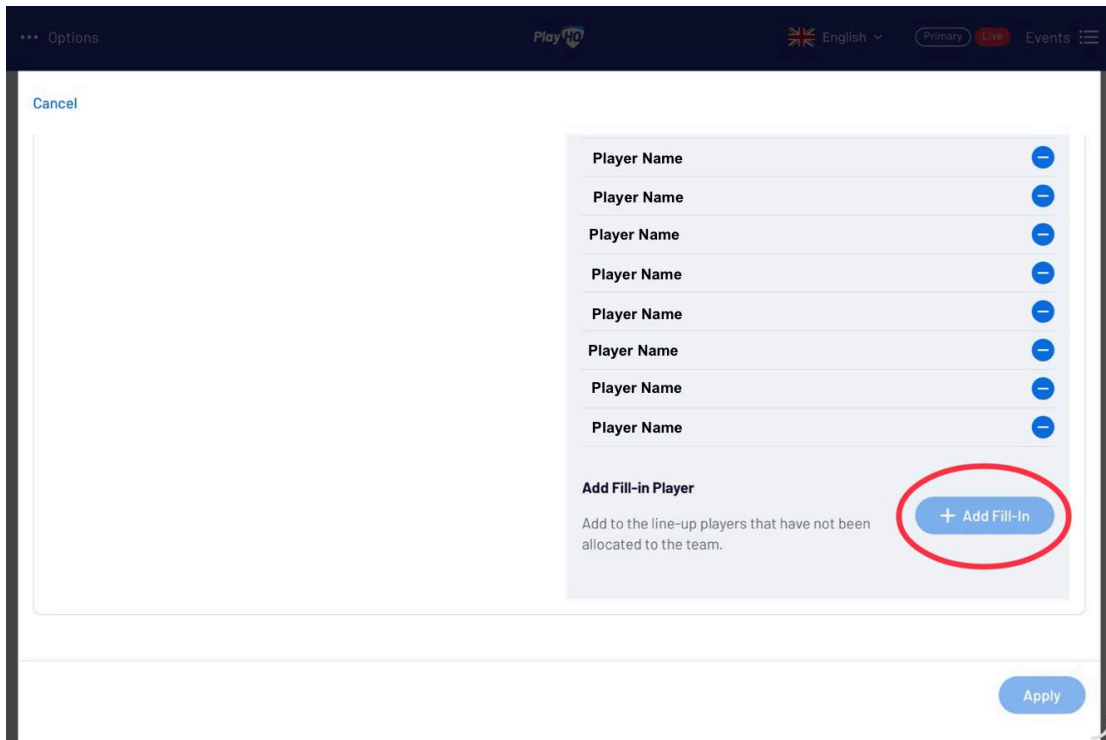
Step 4: Select the down arrow for the team you are putting in the line up for.



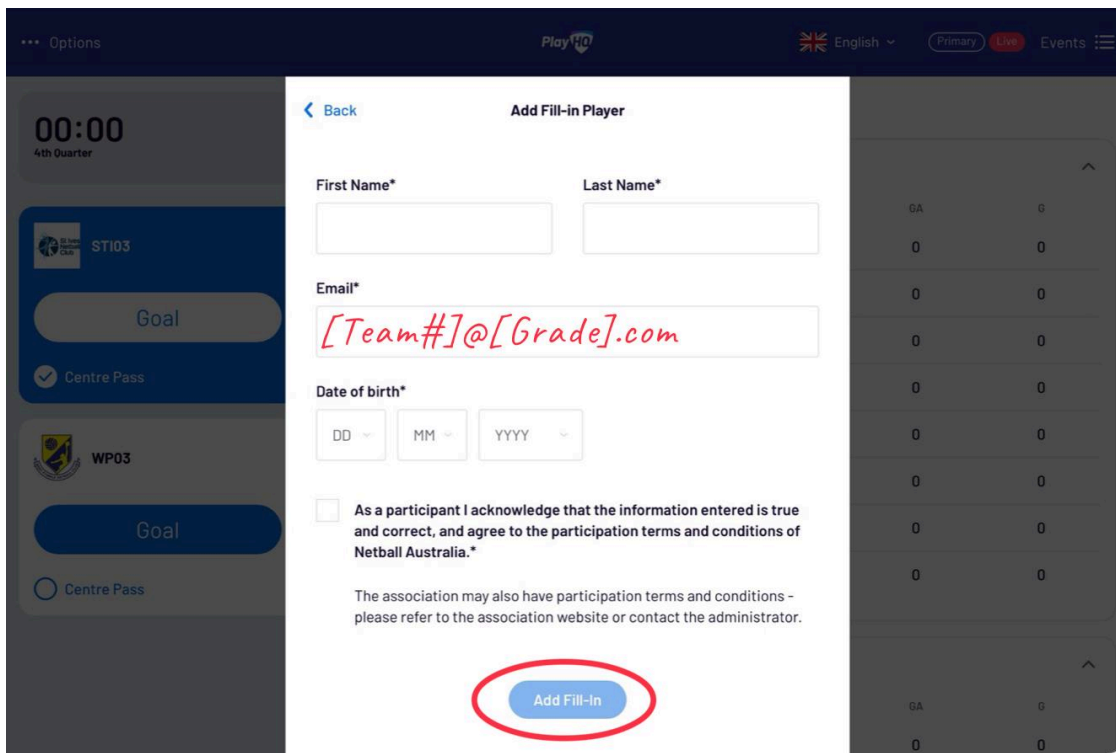
Step 5: Select the plus next to the players who are taking the court under the 'Team Players - Out' section. These players will move over to the 'Line-up' section and can be removed by clicking the minus next to the players name.



Step 6: To add borrowed players, select the 'Add Fill-In' button. **Any player that takes the court for a team must be added under that team.**



Step 7: Fill in the information for each borrowed player. The email should follow the layout [Team #]@[Grade].com and the information should be taken from the team the borrowed player is registered into.



Step 8: Select 'Apply'.

Options PlayHQ English Primary Live Events

Cancel

Player Name -

Player Name -

Player Name -

Player Name -

Player Name -

Player Name -

Player Name -

Player Name -

Add Fill-in Player + Add Fill-In

Add to the line-up players that have not been allocated to the team.

Apply