



SCORER'S TABLE HANDBOOK

— 2026 EDITION · VERSION 1.0

Own the Grid™. Own the Game.



National Gridball League™

Scorer's Table Handbook — Version 1.0 · 2026 Edition

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This Handbook sets out how NGL Table Officials record a match in the NGL scoring console. It does not change any rule or any officiating procedure. Where this Handbook differs from the NGL Official Rulebook (Version 3.5, 2026 Edition) the Rulebook governs, and where it differs from the NGL Game Officials Handbook (Version 1.0) on how a call is made, that Handbook governs. References in the form "Rulebook 8.1.2" and "Officials Handbook 7.2.2" point to those editions.

Screens in this Handbook are real captures of the NGL scoring console with fictional example teams and players. Policies marked Proposed are pending ratification and are listed in Appendix [20.7](#).

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SECTION 01

1 About this Handbook

1.1 Purpose

- 1.1.1 Officiators make the calls. The scorer's table records them. The record the table keeps, the score, the counts, the fouls, the timeouts, every player's statistics, is the official record of the match (Officials Handbook 11.1.2). This Handbook teaches the people who keep it.
- 1.1.2 It is written for someone who has never opened the console. It takes them through a first practice session, a complete match, every correction and failure the table can meet, and the habits that separate a capable operator from an expert one.
- 1.1.3 This Handbook applies to every NGL-sanctioned match and to every Table Official working one.

1.2 How to Read It

- 1.2.1 **Must** marks a requirement. **Should** marks good practice that a table may depart from only for a reason it can explain to the Head Officiator.
- 1.2.2 Paragraphs are numbered for reference in evaluations and reports (for example, "Table Handbook 8.3.2").
- 1.2.3 The Handbook follows the order you will learn in:

STAGE	CHAPTERS	YOU CAN...
1 · First session	4–6	Open the console, find your way around it, and run a practice round
2 · Match-day operator	7–12	Set up a match and record every event in it, from the toss to full time
3 · Under pressure	13–15	Correct an error, recover from a crash, keep the displays honest, and close the record
4 · The full table	16–17	Run the check-in station and own the statistics
5 · Expert	18–19	Score at speed without looking down, run every scenario cold, and train the next operator

- 1.2.4 Keys are shown like this: `Space`, `1`, `Q`. Buttons and on-screen text are shown in quotation marks, exactly as the console words them.

1.3 Terms

- 1.3.1 This Handbook uses the Rulebook's terms (Rulebook 13) and the Officials Handbook's (Officials Handbook 1.3). In addition:
 - **Table Official:** anyone working the scorer's table: the console operator, spotter, timekeeper or statistician.

- **Console, scoring console:** the NGL Scoreboard System software at scoreboard.nglgridball.com, or the NGL desktop app.
- **Operator:** the Table Official at the keyboard. The operator is the scorekeeper of record.
- **Arena display:** the scoreboard screen at the venue, driven by the console.
- **Stream overlay:** the score graphics on a live stream, driven by the console.
- **Round:** from a Prime serve to the Elimination that ends it (Rulebook 7.2.1).
- **Cue:** the Officiator's whistle and signal that tells the operator to enter something.

SECTION 02

2 The Table Crew

2.1

Composition

- 2.1.1 The table must have a console operator. It should also have a spotter. At league level it should have a scorekeeper, a timekeeper and a statistician (Officials Handbook 2.1.3, 11.1).

LEVEL	TABLE CREW
Minimum	Console operator
Recommended (every playtest)	Console operator and spotter
League	Operator (scorekeeper), timekeeper, statistician; the statistician also spots

- 2.1.2 The Officials Table sits directly below Minor and Entry, beside Officiator 3, the table liaison (Officials Handbook 6.1.2, 6.2.6).

2.2

Duties of the Operator

- 2.2.1 The operator must:
- Complete the console's setup with the Head Officiator before the match (Chapter 7).
 - Enter every call the moment it is signaled, and never before (Officials Handbook 11.3.1).
 - Keep each team's Next In Player set before every serve, matching the player in its Next In Box (8.4).
 - Read back every call before entering it, and read both Next In numbers and say "Table set" before every serve (8.10).
 - Flag every Grid Hold and Gridlock award to the Head Officiator (8.6).
 - Run the score check with the Head Officiator at every timeout and quarter end (11.4).
 - Make no correction without the Head Officiator's approval (Chapter 13).
 - Close the record at the end of the match (Chapter 15).

2.3 Duties of the Spotter

2.3.1

The spotter must:

- Keep the NGL Official Match Scorecard (SC-1) from the first serve: pages 1 and 2 always, and the round log (Appendix 20.8).
- Confirm who forced each Elimination, and any assist, aloud to the operator.
- Track each player's foul count on paper, and call out the next step of the ladder before a foul is entered (9.3).
- **Watch both Next In Boxes:** say so when one is empty, or when the player in it is not the Next In Player on screen.
- Read the paper score aloud at every score check.

2.3.2

The spotter is the operator's second pair of eyes. When the operator is looking at the keyboard, the spotter is looking at the Grid.

2.4 Duties of the Timekeeper and Statistician

2.4.1

The timekeeper keeps a backup stopwatch running with the game clock, starts and stops it on the same cues, and should tell the Head Officiator at the next stoppage if the console clock and the stopwatch drift apart.

2.4.2

The statistician confirms statistical credits with the Head Officiator: assists and Defensive Plays are the Head Officiator's decision (Officials Handbook 11.4.3; Rulebook 10.1.2). The statistician's full method is in the NGL Analyst Guidebook.

2.5 Authority

2.5.1

The table records; it does not rule. If the table disagrees with a call, it says so to Officiator 3 or the Head Officiator at the next stoppage, quietly, and enters the call as signaled.

2.5.2

The table is the official record. Scoring errors may be corrected until the Head Officiator's sign-off, and only with the Head Officiator's approval (Rulebook 9.1.3; Officials Handbook 11.4.2).

SECTION 03

3 Standards and Conduct

3.1 Accuracy First

3.1.1

Accuracy comes before speed. A correct entry two seconds late can be caught up; a wrong entry made instantly has to be found, explained and undone.

3.1.2

Never enter a call you expect. Enter the call you see signaled. If the signal was unclear, ask Officiator 3 before entering anything.

3.1.3

Never "tidy up" the record. Every change goes through Undo or a challenge ruling, with the Head Officiator's approval, so the event log shows what happened and why (13.1).

3.2 Impartiality

- 3.2.1 Table Officials follow the same impartiality and conflict-of-interest rules as Officiators (Officials Handbook 3.1, 3.2). Decline an assignment, or tell the assigning official before you accept it, if you are rostered with, employed by, coach or are related to anyone on either team.
- 3.2.2 Show no reaction to play. The table is visible to both benches and often to the camera.

3.3 Communication

- 3.3.1 Speak only when the match needs it: an empty Next In Box, a foul step, a count about to complete, a score check. Use player color and number ("Blue 6"), never names.
- 3.3.2 Coaches and players do not instruct the table. Refer any request to the Head Officiator.

3.4 Privacy and Social Media

- 3.4.1 The check-in station holds private health and emergency information. Never photograph a screen, and never repeat what you saw (Chapter 16).
- 3.4.2 Do not post images or video from the Officials Table, and do not comment publicly on a match you worked until the league has closed any review of it (Officials Handbook 3.4).

3.5 Appearance

- 3.5.1 Table Officials wear neutral dark clothing with no club colors **PROPOSED**, and arrive before the crew meeting.

SECTION 04

4 Equipment and Setup

4.1 The Operator's Station

- 4.1.1 The standard station is:
- A laptop running Google Chrome or the NGL desktop app, plugged into power.
 - A physical keyboard. The console is designed to be run from the keyboard; a touch screen alone is too slow for match play.
 - A mouse or trackpad, for drag-and-drop moves (8.8).
 - The arena display connected as a second screen, or on its own device (Chapter 14).
 - A backup stopwatch and the NGL Official Match Scorecard (SC-1) with spare round log sheets, and two pens.
 - A phone or radio to reach the event lead.
- 4.1.2 An iPad with a hardware keyboard can run the console. Test every key and a drag-and-drop move on that device at the systems check (7.8) before relying on it.

- 4.1.3
- The table sits centered below Minor and Entry, outside the out-of-bounds area (Rulebook 12.5). The two Next In Boxes are on the Major–Entry side, level with Entry, across the Entry corner from the table (Rulebook 4.4.2). Seat the operator and spotter so that both boxes are in view.

4.2

Opening the Console

- 4.2.1
- Open scoreboard.nglgridball.com in Chrome, or the NGL desktop app.

- 4.2.2
- Sign in with your NGL operator account (email and password, or "Sign in with Google"). Signing in adds:

- Remote displays and the stream overlay on other devices (Chapter 14).
- Match history saved to your account.
- Producer and operator codes for the broadcast tools.

- 4.2.3
- "Continue as guest" runs the whole console on this device only: guest matches are saved on this device only, and only displays on the same device (or on NGL Local) can follow the match. A guest console is fine for practice and for a match with the arena display on the same laptop.

- 4.2.4
- The console works without internet. Without internet, sign-in and remote displays are unavailable; the console, the same-device display, crash recovery and History all still work.

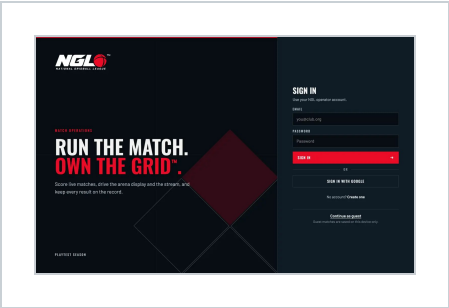


Figure 4.1 – Sign in Sign in with your NGL operator account, or continue as a guest.

4.3

Home

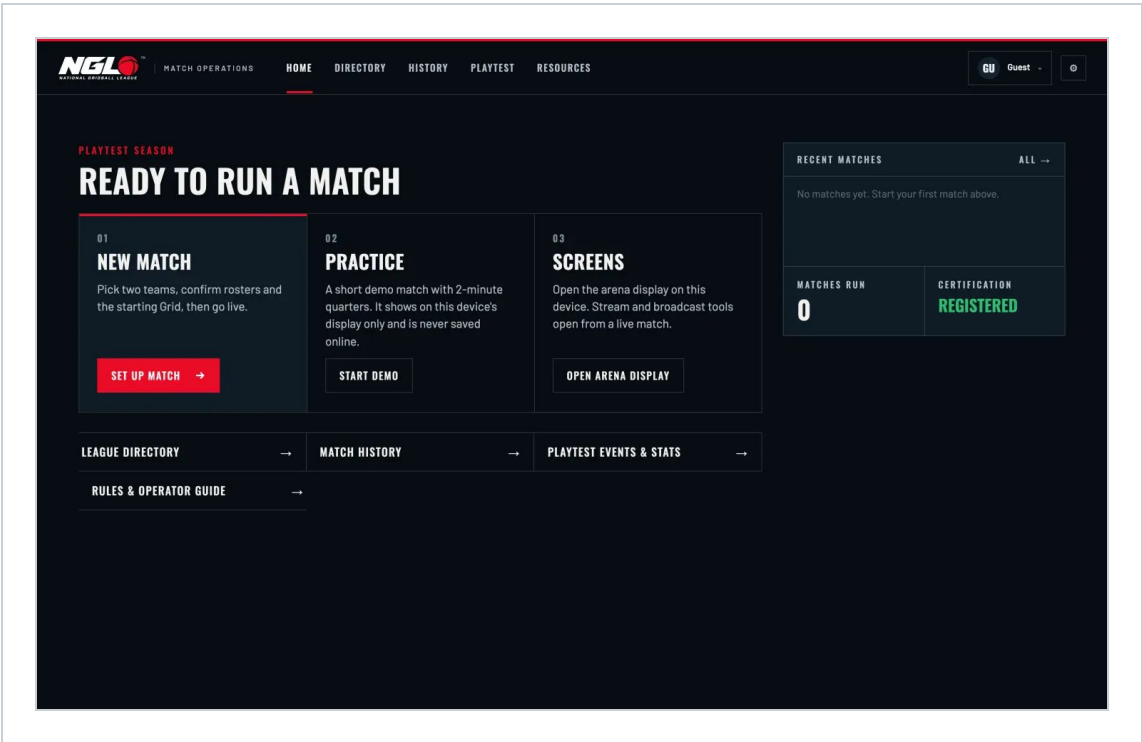


Figure 4.2 – Home New match, Practice and Screens, with recent matches and your operator record.

- 4.3.1
- Home has three starting points:

- **"Set up match"**: a real match, through the setup wizard (Chapter 7).
- **"Start demo"**: a short demo match with 2-minute quarters. It shows on this device's display only and is never saved online. Use it to learn the controls (Chapter 5).
- **"Open arena display"**: the scoreboard screen for the venue (Chapter 14).

4.3.2 The top bar holds Home, Directory (teams and players), History (finished matches), Playtest (playtest events, stats and check-in), Resources (rules reference), and the gear icon for Settings.

4.4 Settings

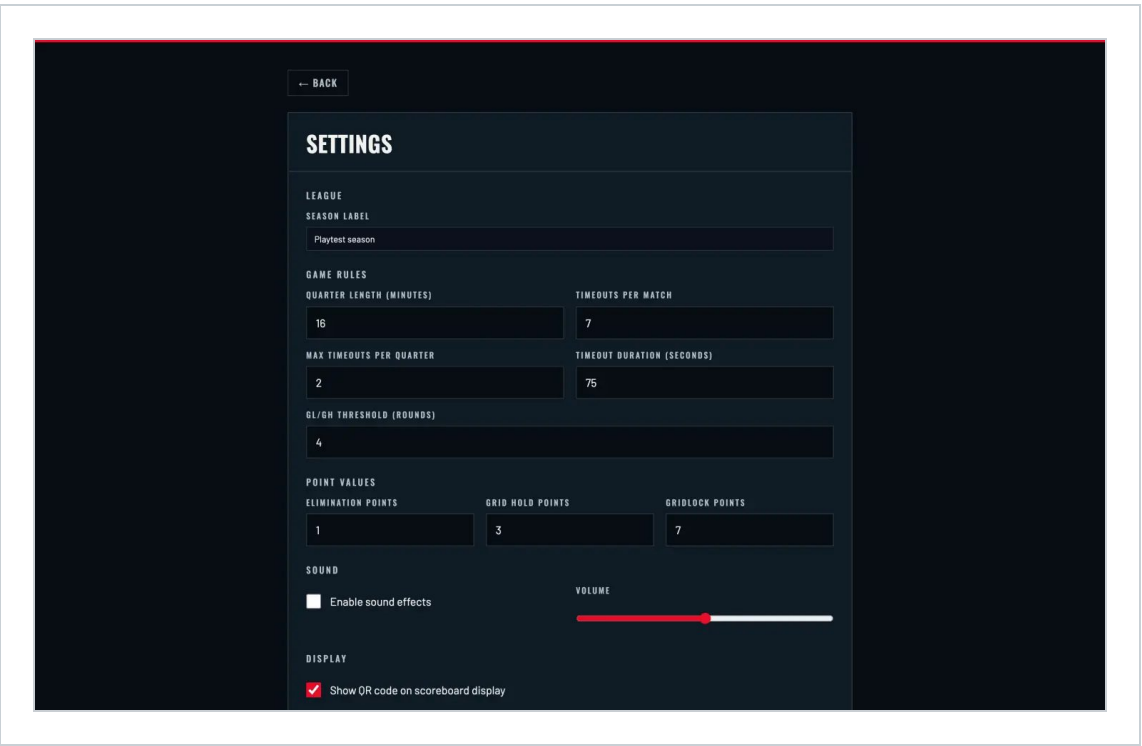


Figure 4.3 – Settings League, game rules, point values, sound and accessibility.

4.4.1 Settings hold the season label and the game rules the console applies: quarter length (16 minutes), timeouts per match (7) and per quarter (2), timeout length (75 seconds), the Grid Hold and Gridlock threshold (4 rounds), and the points for an Elimination (1), a Grid Hold (3) and a Gridlock (7)(Rulebook 5.1, 5.3, 7.2).

4.4.2 Table Officials must not change the game rules. The rules are set by the league office before the event. If Settings do not match the Rulebook, stop and call the event lead.

4.4.3 Sound effects are off by default. They play on the console laptop only; the venue horn is separate.

SECTION 05

5 Your First Session

5.1 Start a Demo

- 5.1.1 Go to Home and press "Start demo". The console opens with two demo teams on the Grid, 2-minute quarters and the clock stopped.
- 5.1.2 The demo is for learning. It is never saved online. Practice mode (5.5) is different: it is for rehearsing inside a match.

5.2 Your First Round

- 5.2.1 Work through these steps slowly, with your hands on the keyboard:
- 1 Press **Space**. The round starts and the clock runs. In a match, you press it the moment Prime strikes the serve.
 - 2 Press **4**. The player in Entry is eliminated, the clock stops and the other team scores 1.
 - 3 A box asks "Who forced this elimination?". Press **F** for the first player offered.
 - 4 A box asks "Assist on this play?". Press **Esc** to skip it.
 - 5 Look at the Grid. Nobody moved up, because Entry is the bottom of the Z, and the eliminated team's Next In Player stepped in at Entry (Rulebook 6.3.2).
 - 6 Tap the player in that team's roster who would sit in its Next In Box to set the new Next In Player. In a match, that is whoever the Head Coach sends to the box.
 - 7 Press **Space** to start the next round.
- 5.2.2 Now press **2** to eliminate Major, and watch the rotation: only the players below Major moved up one, whichever team they are on (Rulebook 6.3.2).

5.3 Your First Undo

- 5.3.1 Press **Z**. The last action is undone and the clock is stopped. Press **Z** again to undo the one before. Each action you take is its own undo step (Chapter 13).

5.4 See Every Key

- 5.4.1 Press **?** at any time for the full list of keys. Press **Esc** to close it.

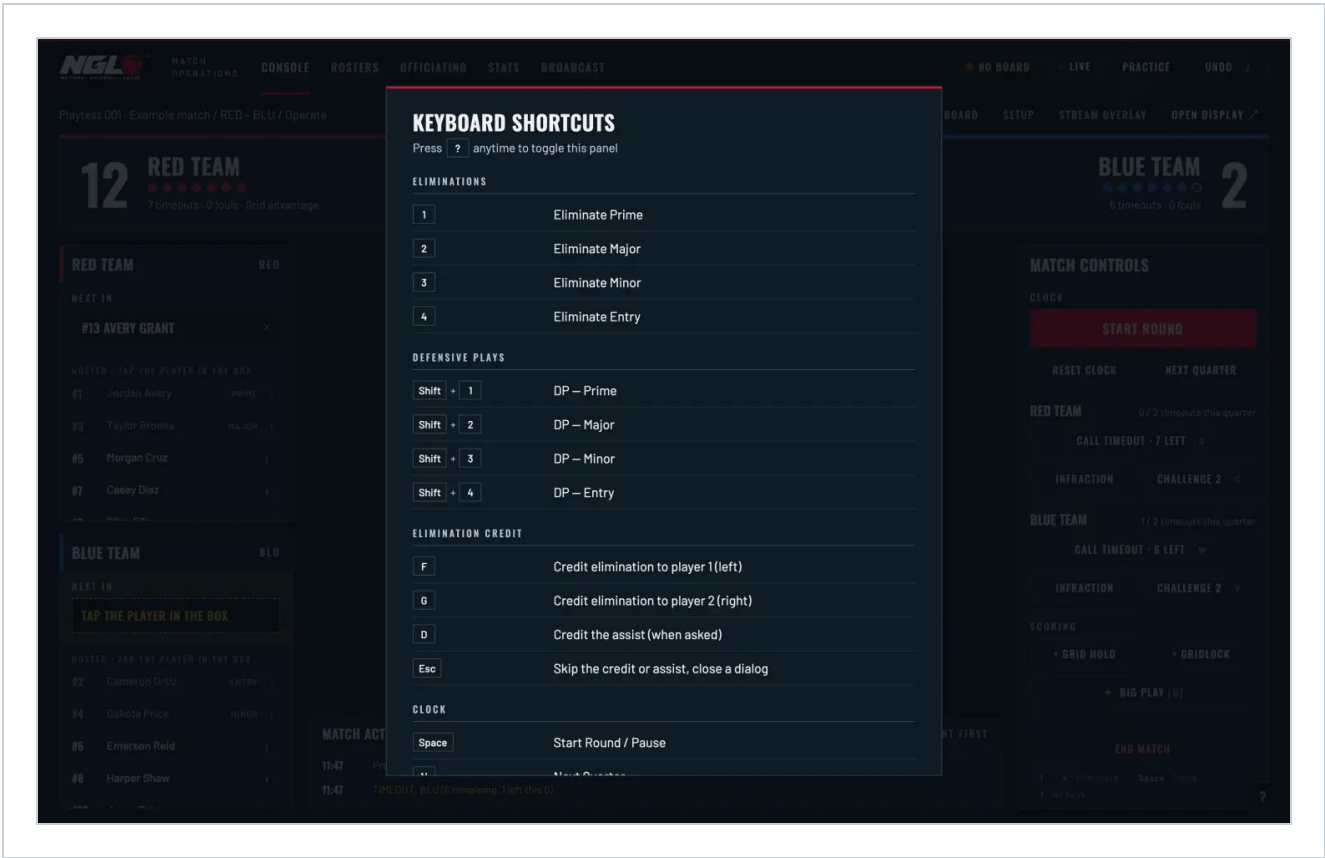


Figure 5.1 – Keyboard shortcuts Press ? at any time.

5.4.2 Keys work whether Caps Lock is on or off. They do nothing while you are typing in a field or while a dialog is open; answer the dialog first.

5.5 Practice Mode

5.5.1 Practice mode (**P**, or "Practice") rehearses inside a match: nothing reaches the arena display or the stream, the top-bar pill reads PRACTICE, and a banner says so.

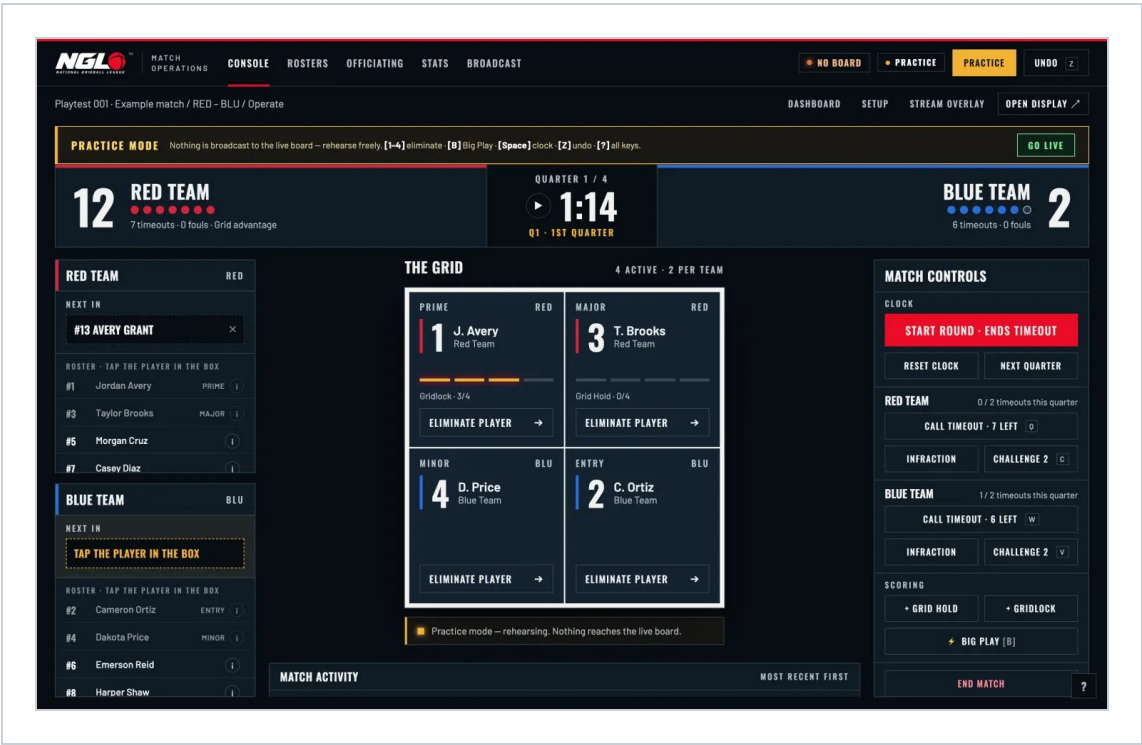


Figure 5.2 – Practice mode Nothing is broadcast. Turning it off throws the rehearsal away and restores the match exactly.

- 5.5.2 Turning Practice mode off ("Go live" or **P**) throws away everything rehearsed and restores the match exactly as it was, with the clock stopped. "End match" is refused during Practice mode.
- 5.5.3 Practice mode is for training and for the minutes before a match. It must not be used while a live match is being played.
- 5.5.4 Before your first match, run at least two full demo matches and one practice scenario from Appendix 20.5.

SECTION 06

6 The Console Screen

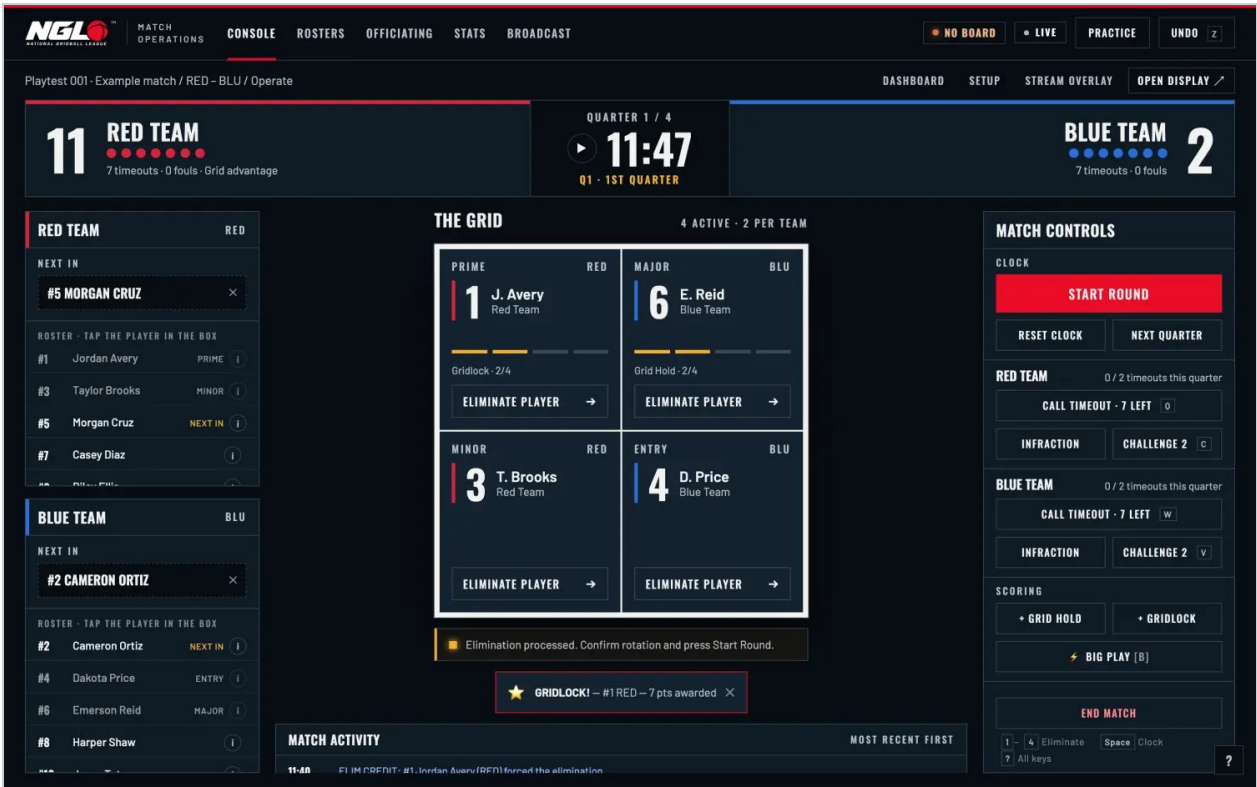


Figure 6.1 – The console during a match Match strip, teams, the Grid, match activity and match controls.

6.1 The Match Strip

6.1.1 Across the top: each team's score, name, timeout dots, and a line with timeouts left, fouls and which team holds Grid Advantage. In the center: the quarter, the play button, the game clock and the quarter label. During a break, timeout or challenge, the clock shows that countdown instead.

6.2 The Teams

- 6.2.1 On the left, one panel per team:
- **"Next in":** the team's Next In Player, with an X to clear it. When it is empty it reads "Tap the player in the box" and the panel is highlighted. The roster label reads "Roster · tap the player in the box".
 - **The roster, with each player's place:** PRIME, MAJOR, MINOR, ENTRY, NEXT IN, or nothing for the bench. The "i" opens the player's card.

6.3 The Grid

6.3.1 In the center, the four quadrants, each with the player's number, name and team, and an "Eliminate player" button. Prime and Major show the Gridlock and Grid Hold counts as pips and "Gridlock · 2/4" or "Grid Hold · 2/4".

6.3.2 Under the Grid, the status line tells you what the console expects next, for example "Elimination processed. Confirm rotation and press Start Round." Read it after every entry. Alerts for awards and warnings appear below it.

6.4 Match Activity

6.4.1 "Match activity" lists the last 40 entries, most recent first, each with the game clock. It is the quickest place to check what was just recorded.

6.5 Match Controls

6.5.1 On the right:

- **Clock:** the main button ("Start", "Start Round", "Pause", "Resume", "Start round · ends timeout" or "Quarter Ended"), "Reset clock" and "Next quarter".
 - **Per team:** "Call timeout", "Infraction" (a foul) and "Challenge", each with its key.
 - **Scoring:** "+ Grid Hold", "+ Gridlock" and "Big Play".
 - "End match".
-

6.6 The Top Bar

6.6.1 The tabs: "Console", "Rosters", "Officiating", "Stats" and "Broadcast". The board badge ("NO BOARD", "BOARD LIVE", "BOARD BEHIND", "SYNC ERROR"; Chapter 14), the LIVE or PRACTICE pill, "Practice" and "Undo". Under the bar: "Dashboard", "Setup", "Stream overlay" and "Open display".

6.7 The Other Tabs

6.7.1 "Rosters": both rosters with each player's place. "Officiating": each team's fouls, timeouts and challenges with their buttons, and the penalty reference (Appendix 20.2). "Stats": the live box score (Chapter 17). "Broadcast": the stream and producer tools (14.6).

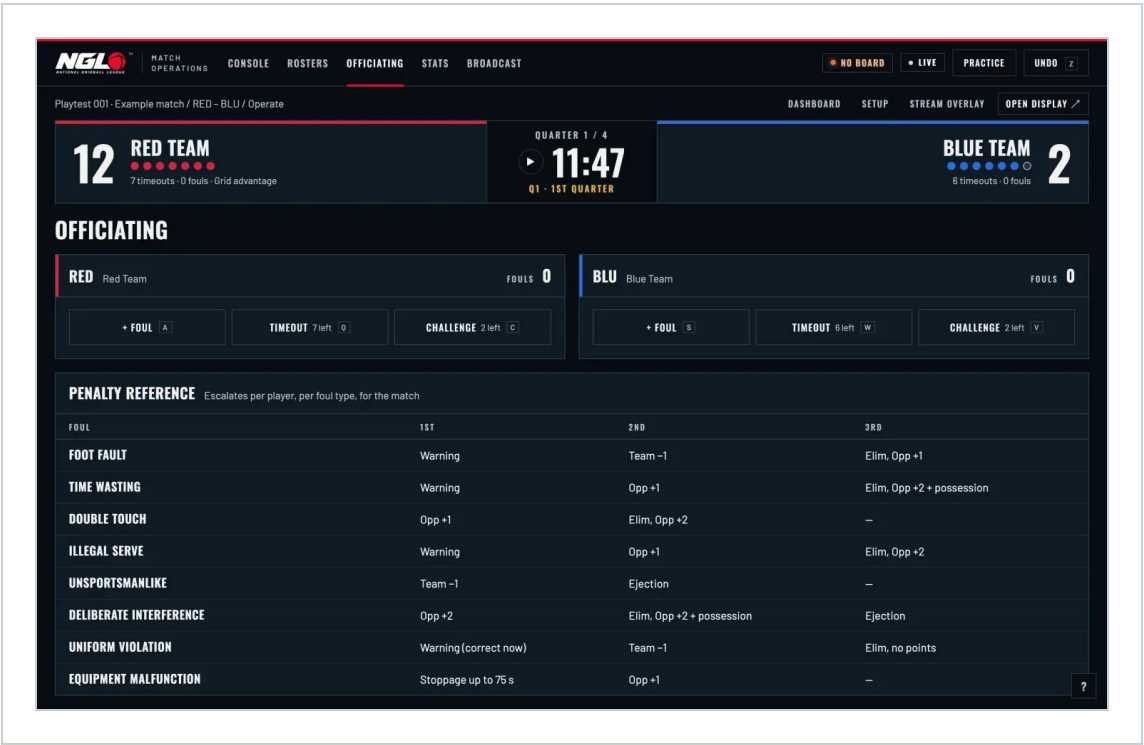


Figure 6.2 – The Officiating tab Fouls, timeouts, challenges and the penalty reference, updated live.

SECTION 07

7 Setting Up a Match

7.1 The Setup Wizard

- 7.1.1 "Set up match" opens the eight-step setup: Match, Officials, Teams & rosters, Colors, Coin toss, Starting grid, Systems check, Review & start. The operator completes it with the Head Officiator, following the pre-match timeline (Officials Handbook 5.1; Appendix 20.3).
- 7.1.2 The wizard will not move past a step with a problem; the footer names the first problem. The draft saves itself as you go, so closing the laptop or pressing "Cancel" loses nothing. "Start over" clears it.

7.2 Step 1 - Match

NFL
NATIONAL FOOTBALL LEAGUE

MATCH SETUPSTEP 1 OF 8 - MATCH

Draft saved 5:30 AM

START OVER

CANCEL

01MATCH

02OFFICIALS

03TEAMS & ROSTERS

04COLORS

05COIN TOSS

06STARTING GRID

07SYSTEMS CHECK

08REVIEW & START

STEP 01

MATCH

What is being played, where and when.

PLAYTEST EVENTEVENTUNOFFICIAL

-- Not part of an event --

No playtest events on this device yet. [Manage events](#)

EVENT / TOURNAMENT

Playtest 001- Example match

MATCH TYPEDATE

Playtest10/08/2026

VENUE

Example venue

EXHIBITION

Doesn't count toward standings or GPR.

RULE SETTINGSREAD-ONLY

QUARTERS4 x 16:00

TIMEOUTS7 per team · max 2 a quarter · 75s

CHALLENGES2 per team per half · needs a timeout left · Overturned: keep the challenge. Stands: lose the challenge and a timeout.

SCORINGElimination +1· Grid Hold +3· Gridlock +7

HOLD / LOCK4 straight rounds in Major / Prime

GRID ADVANTAGESwitches at halftime (O3)

OVERTIME Sudden death, first to a 2-point lead

These come from Settings. To change them, cancel and open [Settings](#); this draft is kept.

< BACK

Step complete.

NEXT: OFFICIALS →

Figure 7.1 – Step 1, Match Event, match type, date and venue.

- | | |
|--------------|---|
| 7.2.1 | Enter the event name, the match type (Playtest, Exhibition, Tournament, Regular Season or Playoff), the date and the venue. Regular Season and Playoff matches count toward standings and GPR; the others do not. |
| 7.2.2 | For a playtest event, choose the event under "Playtest event" and press "Fill teams & rosters" to load the day's teams. |
| 7.2.3 | The rule settings shown here come from Settings (4.4). They are read-only in the wizard. |

7.3 Step 2 - Officials

NFL
NATIONAL FOOTBALL LEAGUE

MATCH SETUP

STEP 2 OF 8 · OFFICIALS

Draft saved 5:30 AM

START OVER

CANCEL

☒ MATCH

☒ 02 OFFICIALS

☐ 03 TEAMS & ROSTERS

☐ 04 COLORS

☐ 05 COIN TOSS

☐ 06 STARTING GRID

☐ 07 SYSTEMS CHECK

☐ 08 REVIEW & START

STEP 02

OFFICIALS

Four Officiators, each covering a pair of quadrants. Mark exactly one as Head Officiator.

☐

OFFICIATOR 1 — PRIME & MAJOR

Alex Moreno

☐

OFFICIATOR 2 — MAJOR & ENTRY

Chris Bell

☐

OFFICIATOR 3 — ENTRY & MINOR

Jules Park

☒ HEAD

OFFICIATOR 4 — MINOR & PRIME

Dana Ortega

SCOREKEEPER optional

Sam Rivera

← BACK

Step complete.

NEXT: TEAMS & ROSTERS →

Figure 7.2 – Step 2, Officials The four Officiators by side, the Head, and the scorekeeper.

7.3.1

Enter the four Officiators by side and mark the Head. The Head Officiator is Officiator 1 and works the Prime-Major side, across the Grid from the table (Officials Handbook 2.1.2, 6.1.2). Enter your own name as scorekeeper.

7.4 Step 3 · Teams & Rosters

STEP 03
TEAMS & ROSTERS
Load or enter each roster, mark one captain(C), then confirm it. A confirmed roster is locked until you unlock it.

HOME TEAM

LOAD SAVED TEAM
- Manual Entry - SAVE

FULL NAME ABBREV
Red Team RED

LOGO (OPTIONAL)
Choose File No file chosen

ROSTER up to 14 · C = captain
14 / 14 PLAYERS IMPORT CLEAR

#	PLAYER NAME	C
1	Jordan Avery	C
3	Taylor Brooks	C
5	Morgan Cruz	C
7	Casey Diaz	C

AWAY TEAM

LOAD SAVED TEAM
- Manual Entry - SAVE

FULL NAME ABBREV
Blue Team BLU

LOGO (OPTIONAL)
Choose File No file chosen

ROSTER up to 14 · C = captain
14 / 14 PLAYERS IMPORT CLEAR

#	PLAYER NAME	C
2	Cameron Ortiz	C
4	Dakota Price	C
6	Emerson Reid	C
8	Harper Shaw	C

← BACK Confirm the Red Team roster. NEXT: COLORS →

Figure 7.3 – Step 3, Teams & rosters Load or enter each roster, mark one captain, then confirm it.

- 7.4.1 For each team, load a saved team or enter the name, abbreviation (up to 5 letters, different for each team) and roster: number and name for up to 14 players, with one captain marked "C". "Import" accepts a .txt, .csv or .tsv list.
- 7.4.2 Check the roster against the team's sheet and the Officiators' roster check (Officials Handbook 5.4), then press "Confirm roster". A confirmed roster is locked until you unlock it.
- 7.4.3 The console refuses a roster with a missing or repeated number, no captain, or more than 14 players. For a league match it warns about a roster under 14 (Rulebook 4.1.1) and a pre-match forfeit under 7 (Rulebook 8.5.2).

7.5 Step 4 · Colors

- 7.5.1 Pick each team's color. The console warns when two colors are close or clash; choose colors that read apart on the arena display and the stream.

7.6 Step 5 - Coin Toss

NFL
OFFICIAL SPEED RACING

MATCH SETUP STEP 5 OF 8 - COIN TOSS

Draft saved 5:30 AM

START OVER

CANCEL

☒ MATCH

☒ OFFICIALS

☒ TEAMS & ROSTERS

☒ COLORS

05 COIN TOSS

06 STARTING GRID

07 SYSTEMS CHECK

08 REVIEW & START

STEP 05

COIN TOSS

The toss winner decides which half they hold Grid Advantage. Take it in the first half and the opponent gets it in the second; take the second half and the opponent gets it first. The team holding Grid Advantage starts in Prime & Major.

TOSS WON BY

RED TEAM

BLUE TEAM

WINNER TAKES GRID ADVANTAGE IN

FIRST HALF
Starts in Prime & Major - opponent holds GA in the second half

SECOND HALF
Opponent holds GA first and starts in Prime & Major

☐ Confirmed by Head Officer Dana Ortega

Home captain Jordan Avery calls the toss.

RE-RECORD TOSS

RESULT

PRIME —	MAJOR —
MINOR —	ENTRY —

Record the winner and their choice to see the starting sides.

← BACK

Record who won the toss.

NEXT: STARTING GRID →

Figure 7.4 – Step 5, Coin toss Who won, which half they hold Grid Advantage, and the Head's confirmation.

7.6.1

Record who won the toss and which half the winner chose to hold Grid Advantage: "First half" or "Second half" (Rulebook 2.5.1; Officials Handbook 5.5.1). The Head Officiator confirms it with the check box.

7.7 Step 6 · Starting Grid

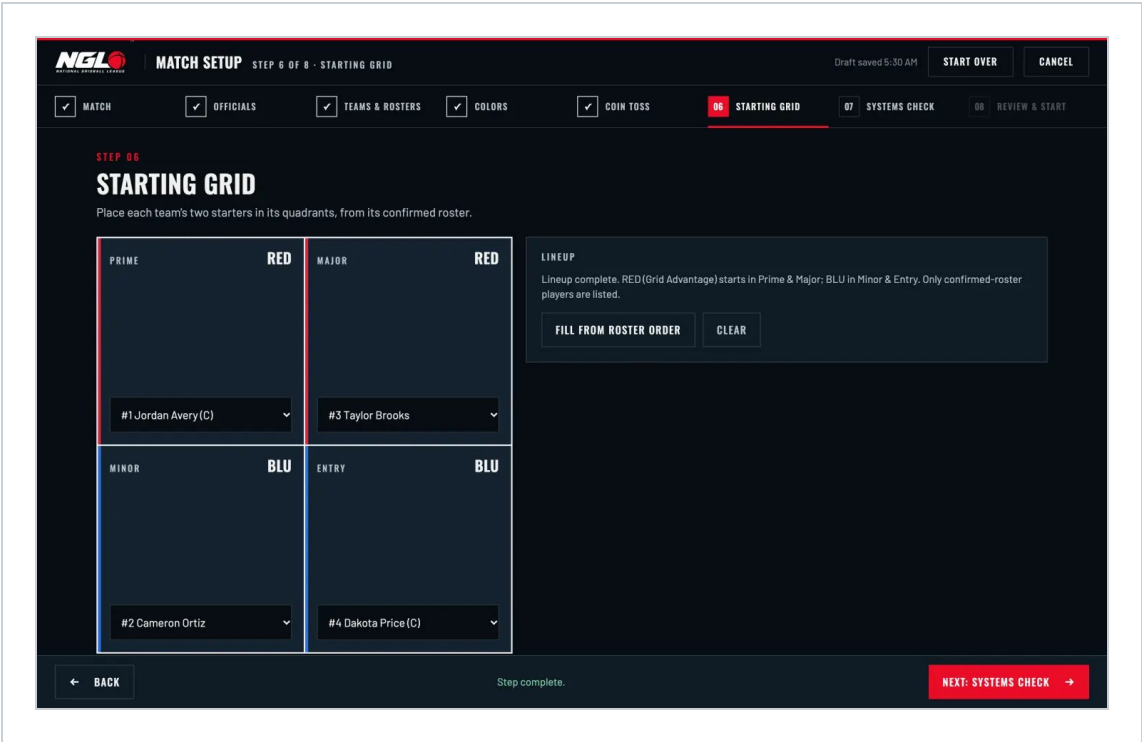


Figure 7.5 – Step 6, Starting grid The Grid Advantage team in Prime and Major; the other team in Minor and Entry.

7.7.1 Enter the two Grid Advantage Starters in Prime and Major, and the other team's two starters in Minor and Entry, as the Head Officiator gives them (Rulebook 4.2.2; Officials Handbook 5.5.3). The console checks each player is on the right team's roster and placed once.

7.8 Step 7 · Systems Check

Figure 7.6 – Step 7, Systems check Only "Clock & horn tested" is required to start.

7.8.1

At –10 minutes, with the Head Officiator (Officials Handbook 5.6):

- ☐ **Arena display:** open it (Chapter 14) until the row shows it answering.
- ☐ **Crash recovery:** on.
- ☐ **Remote sync:** signed in if any display or stream runs on another device.
- ☐ **Clock & horn tested:** run the venue clock and sound the venue horn, then tick it. Required.
- ☐ **Stream feed acknowledged:** production confirms the overlay is on air, or the match is not streamed.
- ☐ Each Officiator blows one whistle; confirm you hear it at the table.
- ☐ The spotter's paper backup is filled in to the start.

7.9 Step 8 - Review & Start

NGL
NATIONAL GOLF LEAGUE

MATCH SETUPSTEP 8 OF 8 - REVIEW & START

Draft saved 5:31 AM

START OVER

CANCEL

☒ MATCH

☒ OFFICIALS

☒ TEAMS & ROSTERS

☒ COLORS

☒ COIN TOSS

☒ STARTING GRID

☒ SYSTEMS CHECK

08REVIEW & START

STEP 08

REVIEW & START

Check everything once more. The Head Officialer signs off to start the match.

MATCHEDIT

EventPlaytest 001 - Example match

TypePlaytestEXHIBITION

VenueExample venue

Date2026-10-08

OFFICIALSEDT

Officiator 1Alex MorenoPrime & Major

Officiator 2Chris BellMajor & Entry

Officiator 3Jules ParkEntry & Minor

Officiator 4 - HeadDana OrtegaMinor & Prime

ScorekeeperSam Rivera

TEAMSEDT

RED TEAM RED
14 players - Captain #1 Jordan Avery - confirmed 5:31 AM

BLUE TEAM BLU
14 players - Captain #4 Dakota Price - confirmed 5:31 AM

COLORSEDT

Distinct

COIN TOSSEDT

Won byRed Team

Took GA InFirst half

Grid AdvantageRed Team

Confirmed byDana Ortega

STARTING GRIDEDIT

PRIME#1 RED
Jordan Avery

MAJOR#3 RED
Taylor Brooks

MINOR#2 BLU
Cameron Ortiz

ENTRY#4 BLU
Dakota Price

SYSTEMSEDT

Arena discalavNot detected

← BACK

Ready to start.

Figure 7.7 – Step 8, Review & start The Head Officiator signs off, then Start match.

- 7.9.1** Read the summary aloud with the Head Officiator. Use "Edit" to fix anything. The Head Officiator signs off with the check box, then you press "Start match". The console records the sign-off, the toss and the starting Grid with the match.
- 7.9.2** After the start, set both teams' Next In Players (8.4) before the first serve.

SECTION 08

8 Running a Round

8.1 Cue, Then Key

- 8.1.1** Every entry follows a cue. The Officiator whistles, signals, points or names the player, and says the call to the table (Officials Handbook 7.1.2). You read it back, and enter it once the read-back is accepted (8.10).
- 8.1.2** Learn the cues as pairs, not as keys:

CUE	SIGNAL	YOU PRESS
Head Officiator's serve whistle	03 Prime Serve	nothing yet: the 10-second serve window opens
Prime strikes the serve	—	Space (Start Round)

Owner's whistle, Elimination	04, pointing at the player	1 Prime, 2 Major, 3 Minor, 4 Entry
Ball out of bounds	07, then 04	the striker's quadrant key
A foul	the foul signal, player named	A (team A) or S (team B), then the foul
Timeout granted	09, pointing at the team	Q (team A) or W (team B)
Challenge acknowledged	10, pointing at the bench	C (team A) or V (team B)
Replay	18	nothing: the round continues (8.7)

8.2 Start the Round

- 8.2.1** Before every serve, check that the Grid on screen matches the court, and that each team's Next In on screen is the player in its Next In Box. Then read both Next In numbers and say "Table set" (8.10.3), and wait. Meanwhile the Officiator who made the last call, or the Head Officiator at the start of a quarter or a restart, hands the ball to Prime (Officials Handbook 7.2.6).
- 8.2.2** The Head Officiator's whistle and Signal 03 authorize the serve and open Prime's 10-second serve window (Rulebook 6.1.4). The game clock stays stopped: the Head Officiator times the window.
- 8.2.3** Press **Space** (or the main button) the moment Prime strikes the serve, not before. The game clock starts with the Prime serve (Rulebook 5.1; Officials Handbook 7.2.2). Watch Prime's hand after the whistle, not the Head Officiator.
- 8.2.4** The console refuses to start a round when a quadrant is empty, a player is on the Grid twice, an ejected player is on the Grid, or a team does not have exactly two players on the Grid. The status line says why.

8.3 Record the Elimination

- 8.3.1** On the owner's whistle and Signal 04, press the quadrant key of the eliminated player: **1** Prime, **2** Major, **3** Minor, **4** Entry. The clock stops, the other team scores, the Grid rotates and the eliminated team's Next In Player enters at Entry, walking from the team's Next In Box.
- 8.3.2** Check the rotation against the court: only the players below the empty quadrant move up one, whichever team they are on; players above it stay (Rulebook 6.3.2; Officials Handbook 7.4). Any difference must be fixed before the next whistle (8.8).
- 8.3.3** The console refuses an Elimination when no round is in progress: "No round in progress – press Start Round before recording an elimination." Start the round when Prime serves.

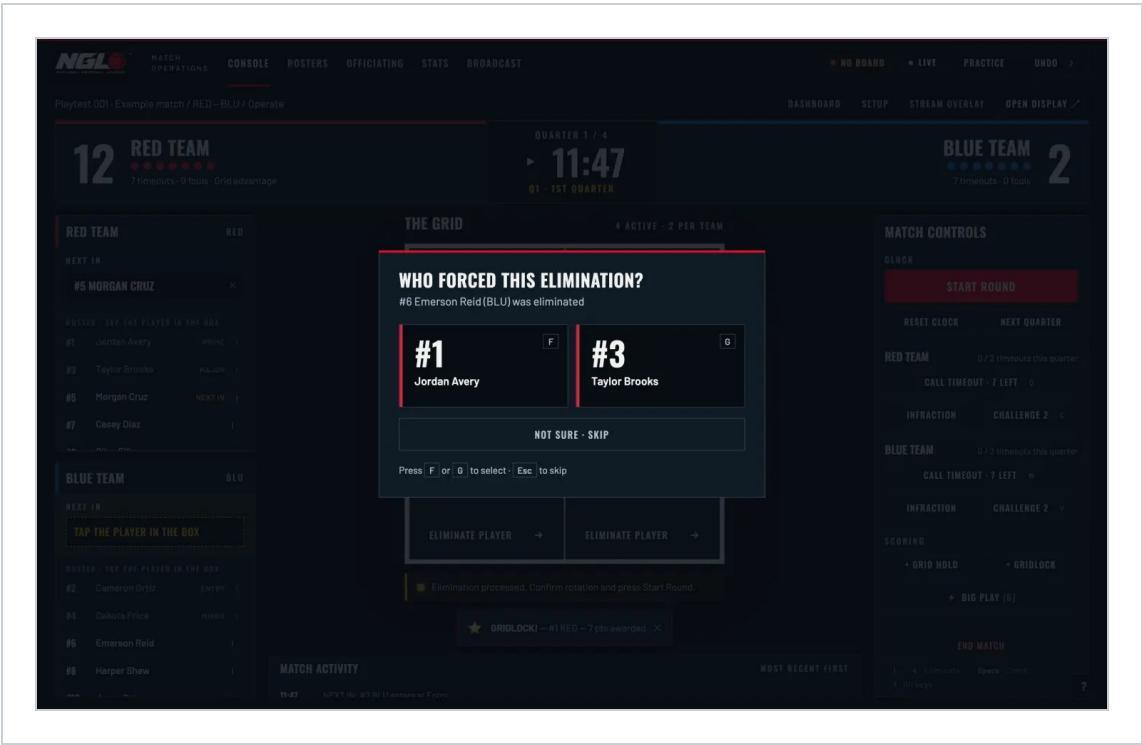


Figure 8.1 – Who forced this elimination? Press F or G for the player offered, or skip.

8.3.4

A box asks "Who forced this elimination?" and offers the opposing players on the Grid. Press **F** or **G** for the player the spotter confirms. If nobody is sure, press "Not sure · skip" or **Esc**; no credit is recorded, and the Elimination itself is unaffected.

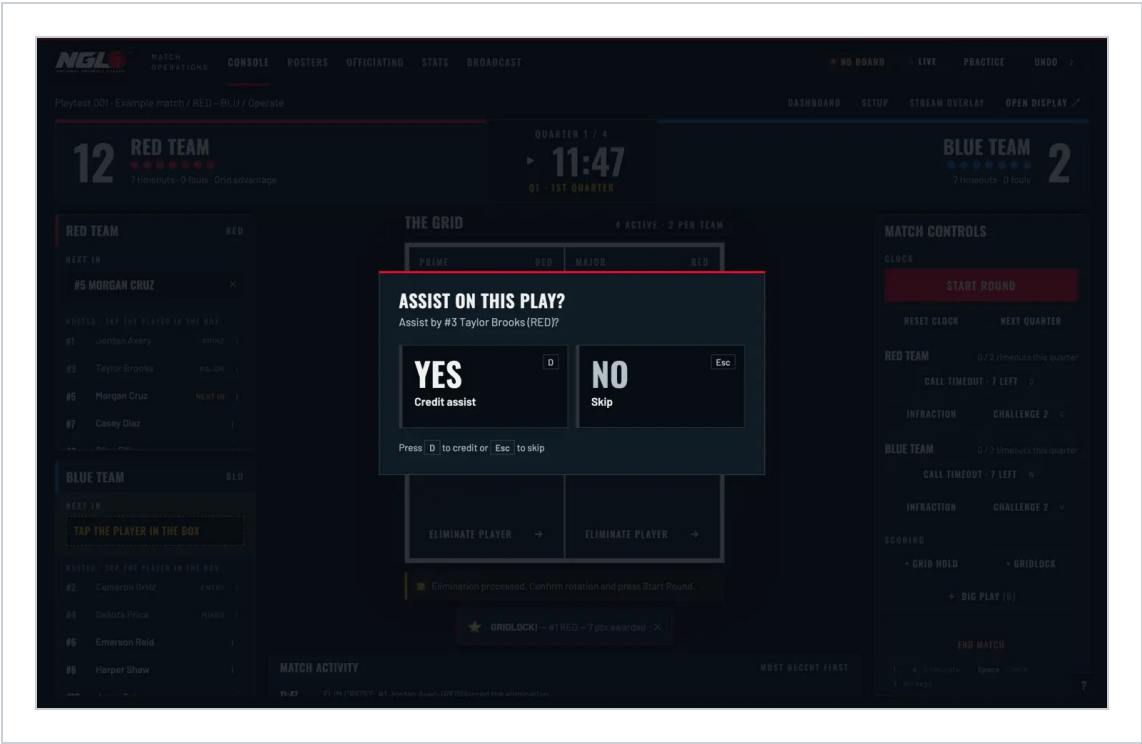


Figure 8.2 – Assist on this play? D credits the assist; Esc skips it.

- 8.3.5 The console then asks about an assist. Press **D** only when the Head Officiator has credited an assist (Officials Handbook 11.4.3). Otherwise press **Esc**.

8.4 Set the Next In Player

- 8.4.1 The Next In Player is whoever is in the team's Next In Box: a marked 4 × 4 ft box on the Major–Entry side, level with Entry (Rulebook 4.4.2). The console must match the boxes. As soon as an Elimination is entered, the eliminated team's Next In slot is empty, and so is its box. When the Head Coach sends the next player to the box, set that player: tap them in the team's roster, or drag them onto the "Next in" box. The Next In slot holds one player and must be set again after every Elimination.
- 8.4.2 The Head Coach may send a different player to a box at any dead ball before "Table set"; the player leaving returns to the bench. Change the console to match. From "Table set" until the round ends the designation is locked: do not change Next In during a round (Rulebook 4.4.2). If a different player goes to a box after "Table set", say "Table hold"; the original Next In returns, and the change waits until the round ends (Officials Handbook 7.1.4).
- 8.4.3 Before every serve, read both teams' Next In Players by the number of the player in each box, for example "Next In: Red 7, Blue 4", and check them against the console and the scorecard. If a box is empty or a number does not match, say "Table hold" (8.10.4).
- 8.4.4 If a team has no Next In Player when its player is eliminated, Entry stays empty and the console logs a Time Wasting warning note. Tell the Head Officiator: an empty Next In Box when the table is ready, or a Next In Player slow to enter, is Time Wasting (Rulebook 4.3.2, 8.1.2), which is the Officiator's call, not the table's.
- 8.4.5 When Entry is empty and the clock is stopped, tapping a bench player of the team that is short places them straight into Entry.

8.5 Pause and Resume

- 8.5.1 For an official stoppage that is not an Elimination, press **Space** on the Head Officiator's stopping whistle to pause the clock, and **Space** again to resume when Prime serves to restart play.

8.6 Counts and Awards

- 8.6.1 The console keeps the Grid Hold and Gridlock counts. A count belongs to the player in Major or Prime; it goes up at each round end with that player still there, and resets when they are eliminated or leave the quadrant (Rulebook 7.2.2, 7.2.3; Officials Handbook 7.5). When Prime is eliminated, the Major player moves up to Prime, so their Grid Hold count resets with no award (Rulebook 7.2.2).
- 8.6.2 When a count reaches its fourth round end, the console awards it automatically: 3 points for a Grid Hold, 7 for a Gridlock. Several awards can complete on one Elimination, for one team or both, and all of them count.
- 8.6.3 Before the Elimination that will complete an award, say it to the spotter ("Gridlock watch, Red one"). When it completes, say it to the Head Officiator ("Gridlock, Red 1"), who answers "Confirmed" (8.10). The Head Officiator must not signal an award the table has not confirmed (Officials Handbook 7.5.3).
- 8.6.4 "+ Grid Hold" and "+ Gridlock" are manual corrections only, used on the Head Officiator's instruction (13.4). They give the team points with no player credit.

8.7 Replays

8.7.1 A rally interrupted from outside is replayed from a new Prime serve with no penalty and no change to the counts (Rulebook 6.5.3; Officials Handbook 7.7). Pause the clock on the whistle and start the round again when Prime makes the new serve. Nothing else is entered.

8.8 Moving Players by Hand

8.8.1 Drag a player from one quadrant onto another to swap them, or drag a bench player onto a quadrant to place them. A move that touches Prime or Major resets those counts. Each move is its own undo step.

8.8.2 Use a manual move only on the Head Officiator's instruction: to fix a rotation error, for an injury replacement (12.1), or for possession when you chose to move by hand (9.5).

8.9 Defensive Plays

8.9.1 A Defensive Play is credited by the Head Officiator (Officials Handbook 11.4.3). Press **Shift** and the quadrant key (**Shift**+**1** for Prime, and so on). Each is its own undo step.

8.10 The Confirm-Back

8.10.1 The table and the Officiators use one set of words, from police dispatch, so that nothing reaches the record unconfirmed (Officials Handbook 7.1.3):

SITUATION	OFFICIATOR SAYS	YOU REPLY
Elimination	"Elimination, Minor, their point."	"Copy, Minor, their point."
Line fault	"Line fault, Major, their point."	"Copy, line fault, Major, their point."
Out of bounds	"Out, Entry, their point."	"Copy, out, Entry, their point."
Foul	"Foot Fault, Prime, Blue 6."	"Copy, Foot Fault, Prime, Blue 6."
Timeout	"Timeout, Red."	"Copy, timeout, Red."
Count award	You speak first: "Gridlock, Red 1."	The Head Officiator: "Confirmed."
Ready for the serve		"Next In: Red 7, Blue 4. Table set."
A mismatch or an empty Next In Box before the serve		"Table hold."

8.10.2 Silence or a nod means the read-back is right: enter it. "Negative" means the Officiator says the call again; enter nothing until it is right. "Their point" means a point to the team opposing the player named.

-
- 8.10.3** When the Grid on screen matches the court and each team's Next In on screen is the player in its Next In Box, read both numbers and say **"Table set"**: "Next In: Red 7, Blue 4. Table set." The Head Officiator does not whistle the serve until you have (Officials Handbook 7.1.4).
- 8.10.4** If you see a mismatch before the serve, a Next In Box is empty, or the player in a box is not the Next In on screen, say **"Table hold."** Nothing happens until the Head Officiator resolves it. Anything else waits for a stoppage: say **"Table query"**, never during a rally.
- 8.10.5** The spotter does not speak over the read-back. Credits ("forced by Red 3") are said to the operator after the read-back, quietly.

SECTION 09

9 Fouls

9.1 Record a Foul

9.1.1 On the foul signal with the player named, press **A** for team A or **S** for team B (or "Infraction" under the team).

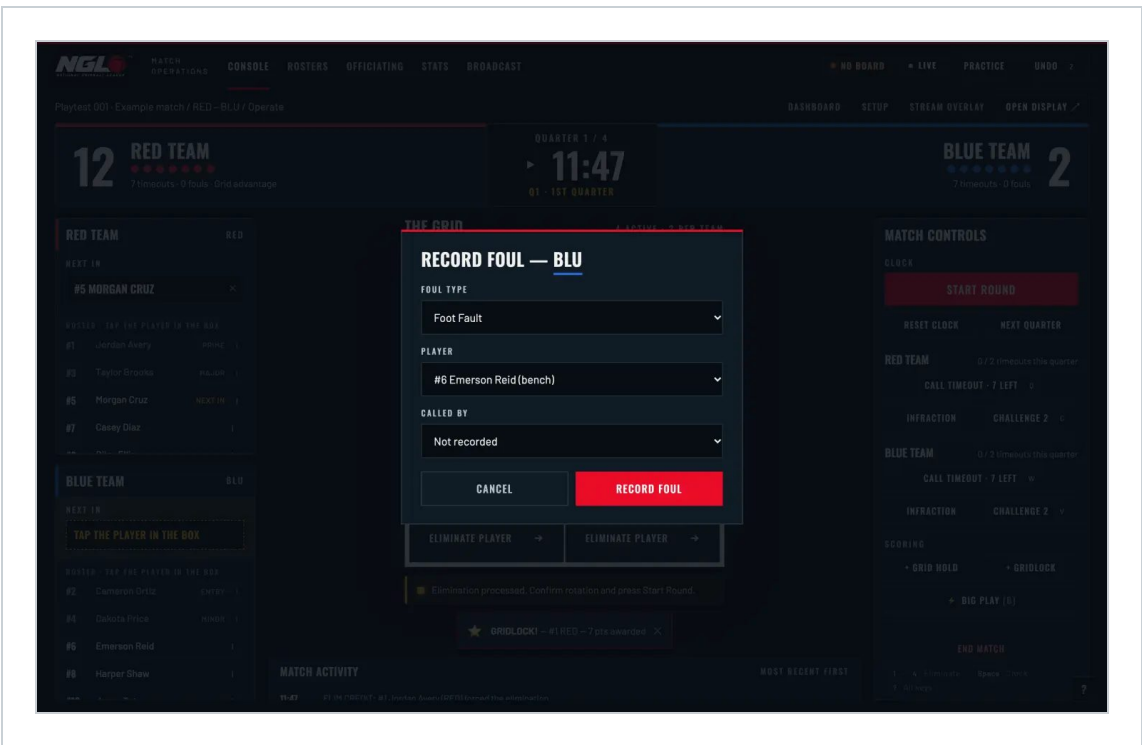


Figure 9.1 – Record Foul Foul type, player and the calling Officiator.

9.1.2 Choose the foul type, the player, and the Officiator who called it, then press "Record Foul". Name the player for every foul whenever the Officiator names one. "Team (no individual player)" charges the team (Officials Handbook 8.3).

9.1.3 The console applies the right step of the ladder for that player and foul type, for the whole match, overtime included, and shows the result in Match activity: a warning, points, an Elimination or an Ejection (Rulebook 8; Officials Handbook 8.2).

9.2 The Ladder

9.2.1 The console follows the ladder in Appendix 20.2, which is the Officials Handbook's (Officials Handbook 8.2.1). Points shown are totals, and a team's score cannot fall below zero.

9.3 Calling Out the Step

- 9.3.1 The Officials Handbook expects the table to call out a second or third offense before the Officiator calls it (Officials Handbook 8.2.2). The console shows the step only after the foul is recorded, so the spotter keeps each player's foul count on the paper scoresheet and calls it out: "Blue 6, second Foot Fault."

9.4 Eliminations and Ejections by Foul

- 9.4.1 When the step eliminates or ejects and no player is named, the console keeps the box open: "Offense 3 eliminates a player. Select the player, then record the foul." The Head Officiator must name the player (Officials Handbook 8.3.2).
- 9.4.2 A foul Elimination of a player on the Grid runs the normal Elimination with rotation. An ejected player is marked ineligible for the rest of the match and cannot be set as Next In. If a team falls below 2 eligible players the console alerts FORFEIT (Rulebook 8.5.2); tell the Head Officiator.

9.5 Possession

- 9.5.1 When a foul awards possession (third Time Wasting, second Deliberate Interference), the console asks whether to move the awarded team's player highest on the Z into Prime, swapping with the player there. Press OK on the Head Officiator's Signal 19. The moved players' counts reset (Officials Handbook 8.4).
- 9.5.2 If you cancel, move the player by hand before the next serve (8.8).

9.6 Equipment Malfunction

- 9.6.1 A first Equipment Malfunction is a stoppage of up to 75 seconds, not charged (Rulebook 8.4.2). Record it as a foul; the console runs the stoppage countdown.

SECTION 10

10 Timeouts, Challenges and Stoppages

10.1 Timeouts

- 10.1.1 On Signal 09 with the Head Officiator pointing at the team, press **Q** (team A) or **W** (team B). Timeouts are called only between rounds: after an Elimination and before the next serve (Rulebook 5.3; Officials Handbook 7.10).
- 10.1.2 The console refuses a timeout during a rally, beyond the team's 7, or beyond 2 in the quarter, and says why. Tell the Head Officiator at once.

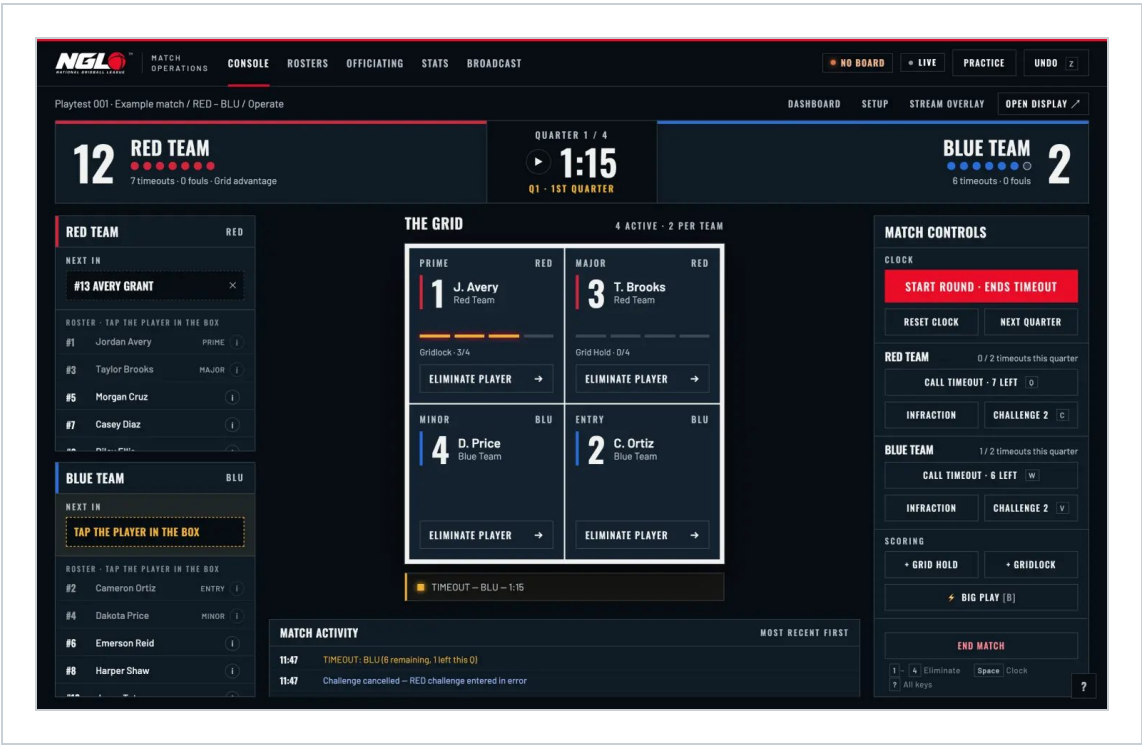


Figure 10.1 – A timeout running The 75-second countdown runs in the clock. The main button reads "Start round · ends timeout".

- 10.1.3
- The 75-second countdown runs in the clock area. At every timeout, run the score check (11.4).
- 10.1.4
- The timeout ends when the Head Officiator whistles the next serve. Press **Space** or "Start round · ends timeout" when Prime strikes that serve.

10.2 Challenges

- 10.2.1
- On Signal 10, press **C** (team A) or **V** (team B). A team needs a challenge left (2 per half) and at least one timeout left. Challenges reset at Quarter 3, not for overtime (Rulebook 9.3.1).

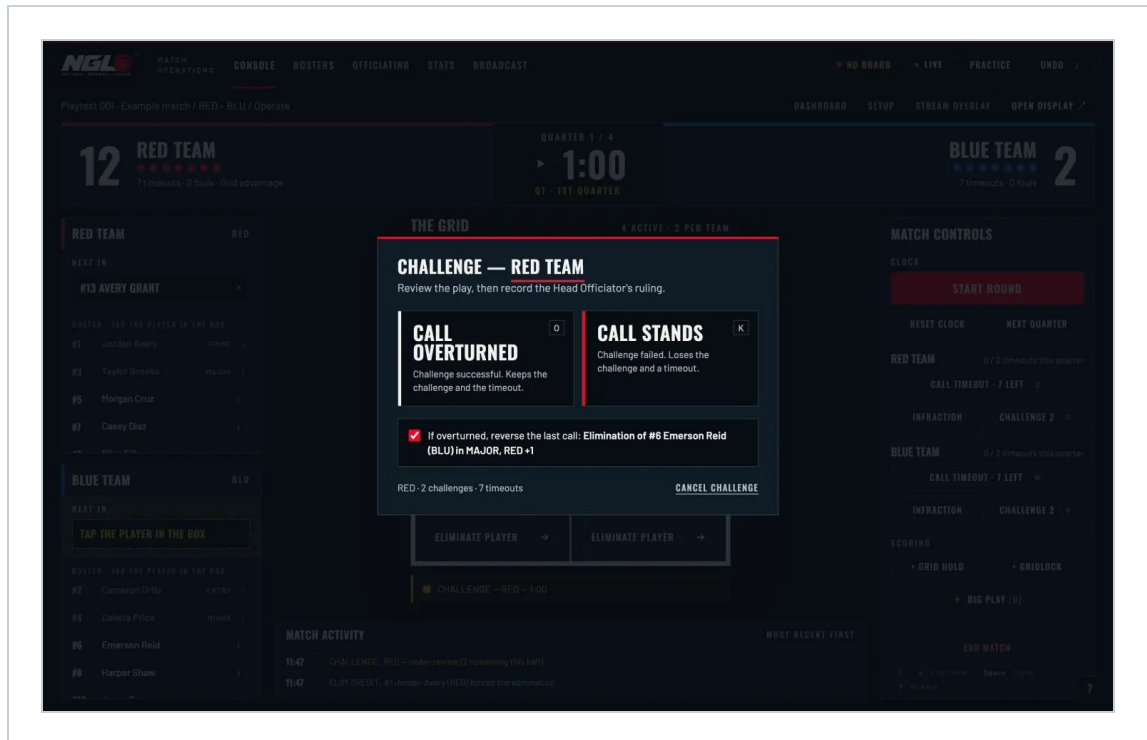


Figure 10.2 – Challenge Record the Head Officiator's ruling; the box cannot be dismissed.

10.2.2 The clock stops and a 60-second review countdown runs. The challenge box stays open until the ruling is recorded; **Esc** does not close it.

10.2.3 Record the Head Officiator's ruling:

- **"Call overturned" (0)**: the team keeps the challenge and the timeout. Leave "If overturned, reverse the last call" ticked when the challenged call is the one shown: the console restores the match to just before that call.
- **"Call stands" (K)**: the team loses the challenge and one of its 7 match timeouts. That timeout does not count toward the 2-per-quarter limit (Rulebook 9.3.1).
- **"Cancel challenge"**: only when the challenge was entered in error. Nothing is charged.

10.2.4 The console can reverse an Elimination, a foul, a manual score or a Defensive Play. If the overturned call is anything else, the box says "No reversible call before this challenge"; make the correction with the Head Officiator (Chapter 13).

10.2.5 After a reversal, confirm the Grid and the score with the Head Officiator before the next serve (Officials Handbook 10.2.1).

10.3 Official Stoppages

10.3.1 For a stoppage that is not a timeout or challenge (a wet patch, a ball replaced, a crowd issue), pause the clock with **Space** on the stopping whistle and resume when Prime serves (Officials Handbook 12.2). Nothing else is entered.

SECTION 11

11 Quarters, Halftime, Overtime and Full Time

11.1 End of a Quarter

- 11.1.1
- When the clock reaches 0:00 the rally is played out. An Elimination from that rally, and any award it completes, still counts; enter it as normal. No new round begins (Rulebook 5.1.1).
- 11.1.2
- The status line then says "Q1 expired – press Next quarter (N)." A break countdown starts on its own: 2:00 between quarters and 12:00 at halftime (Rulebook 5.1).

11.2 Starting the Next Quarter

- 11.2.1
- Press **N** or "Next quarter" when the Head Officiator is ready. If the clock still shows time, the console asks before ending the quarter early: answer no unless the Head Officiator has ended it.

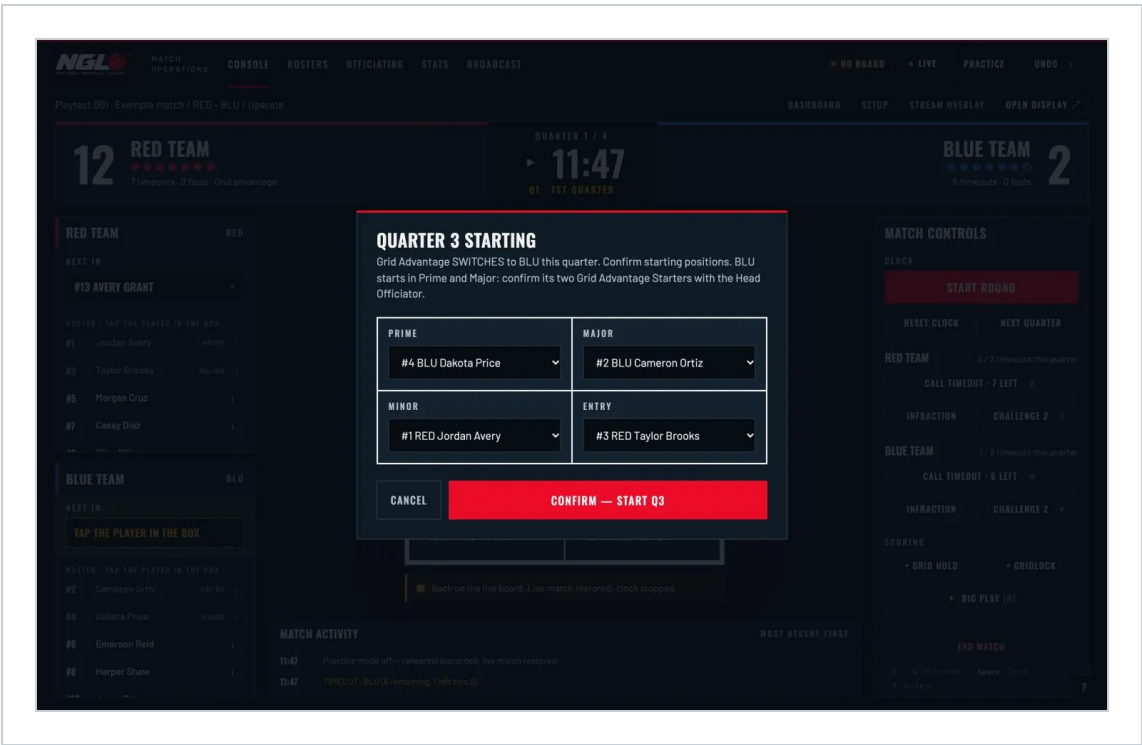


Figure 11.1 – Quarter 3 starting At halftime Grid Advantage switches; the new holder starts in Prime and Major.

- 11.2.2
- The "Quarter N Starting" box shows the four starting quadrants. "Cancel" or **Esc** closes it with nothing changed.
- Quarters 2 and 4 continue the Grid as the previous quarter ended (Rulebook 2.5.2). Confirm the positions shown.

- Quarter 3 switches Grid Advantage. The console places the new holder's players in Prime and Major and the other team in Minor and Entry. Ask the Head Officiator for the two Grid Advantage Starters (Officials Handbook 5.5.3) and change the quadrants to match. The console will not start Quarter 3 with the wrong team in Prime or Major.

11.2.3 Press "Confirm — Start Q3". The clock resets to 16:00, the counts and per-quarter timeouts reset, and at Quarter 3 the challenges reset to 2 each. Set both teams' Next In Players, run the score check (11.4), then start the round when Prime serves.

11.3 A Shorter Halftime

11.3.1 Some events set a shorter halftime (for example, Playtest 001's Sunday matches). The console's break countdown is 12:00; press **N** when the Head Officiator starts the next quarter.

11.4 Score Checks

11.4.1 At every timeout and at the end of every quarter, Officiator 3 runs the score check at the table and the Head Officiator confirms it (Officials Handbook 7.10.3, 11.4.1):

- 1** The operator reads the console score.
- 2** The spotter reads the scorecard score.
- 3** The Head Officiator says "Confirmed."
- 4** If they differ, find the difference in Match activity before play resumes. Any correction needs the Head Officiator's approval (Chapter 13).

11.5 Overtime

11.5.1 If the score is tied after Quarter 4, press **N**: the console enters overtime. The Grid, the counts and the foul counts carry over; there is no game clock; each team's per-quarter timeouts reset to 2; challenges do not reset (Rulebook 5.2, 5.3; Officials Handbook 7.12).

11.5.2 Start each overtime round with **Space** or the main button when Prime serves. After every score the console checks for a 2-point lead in total score and announces "MATCH OVER — RED wins in overtime!".

11.6 Full Time

11.6.1 When Quarter 4 ends with a lead, or overtime ends, the status line says to press "End match". **N** at full time also offers to end the match. Go to Chapter 15.

SECTION 12

12 Injuries, Ejections and Forfeits

12.1 Injury Replacement

12.1.1 The Head Officiator stops play for an injury (Officials Handbook 12.1). Pause the clock on the whistle.

- 12.1.2** If the player cannot continue within 75 seconds, the Next In Player walks from the team's Next In Box and replaces them in the same quadrant: no rotation, no points, and that quadrant's count resets (Rulebook 12.6). Drag the Next In Player onto the injured player's quadrant (8.8), then set the new Next In Player when the Head Coach sends one to the box.
- 12.1.3** Each team has one injury stoppage per quarter that is not charged; a further one in the quarter is charged as a timeout. On the Head Officiator's instruction, record it with **Q** or **W**.
- 12.1.4** A player suspected of a concussion may not return that day (Rulebook 12.6). Do not set them as Next In again.

12.2 Ejections

- 12.2.1** An ejection is recorded through the foul that causes it (9.4). Note the time, quarter and score for the Head Officiator's incident report (Officials Handbook 8.5.2).

12.3 Forfeits

- 12.3.1** A team reduced to fewer than 2 eligible players forfeits at once (Rulebook 8.5.2). When the console alerts FORFEIT, tell the Head Officiator, record nothing further, and end the match on their instruction with a match note.

SECTION 13

13 Corrections and Undo

13.1 The Record Is Kept

- 13.1.1** Every action is written to the match's event log with the time, quarter, clock, round and score. Undo and challenge reversals do not delete anything: they add a correction that names the entries it reverses.

13.2 Undo

- 13.2.1** **Z** (or "Undo") reverses the last action and stops the clock. Press it again to reverse the one before, up to 30 steps.
- 13.2.2** Each of these is its own step: an Elimination (with its credit and assist), a foul, a timeout, a challenge, a manual award, a Defensive Play, a Next In change, a manual move, a quarter start, the start of overtime and a clock reset.
- 13.2.3** Undo needs the Head Officiator's approval, except for an operator's own keying error caught before the next serve, which you correct at once and report at the next stoppage.
- 13.2.4** After an undo, check the status line, set any Next In Player again, and start the next round when Prime serves.
- 13.2.5** After a crash recovery (14.4), nothing from before the reload can be undone.

13.3 Reset Clock

- 13.3.1 "Reset clock" sets the game clock back to the full quarter length. Use it only on the Head Officiator's instruction. It is its own undo step.

13.4 Manual Awards

- 13.4.1 "+ Grid Hold" and "+ Gridlock" add 3 or 7 points to the team holding Major or Prime. They exist to correct a missed award, on the Head Officiator's instruction. They add no player credit, so note the correction in the match notes (15.2).

13.5 Corrections After the Match

- 13.5.1 Corrections may be made until the Head Officiator's sign-off (Rulebook 9.1.3). After sign-off the record is closed; disputes about statistics go to the league within 48 hours (Rulebook 10.7).

SECTION 14

14 Displays, Stream and Sync

14.1 The Arena Display

- 14.1.1 "Open display" (or "Open arena display" on Home) opens the scoreboard in a new window. Move it to the venue screen and make it full screen. A window 768 pixels wide or narrower shows the phone layout; make it wider and reload.

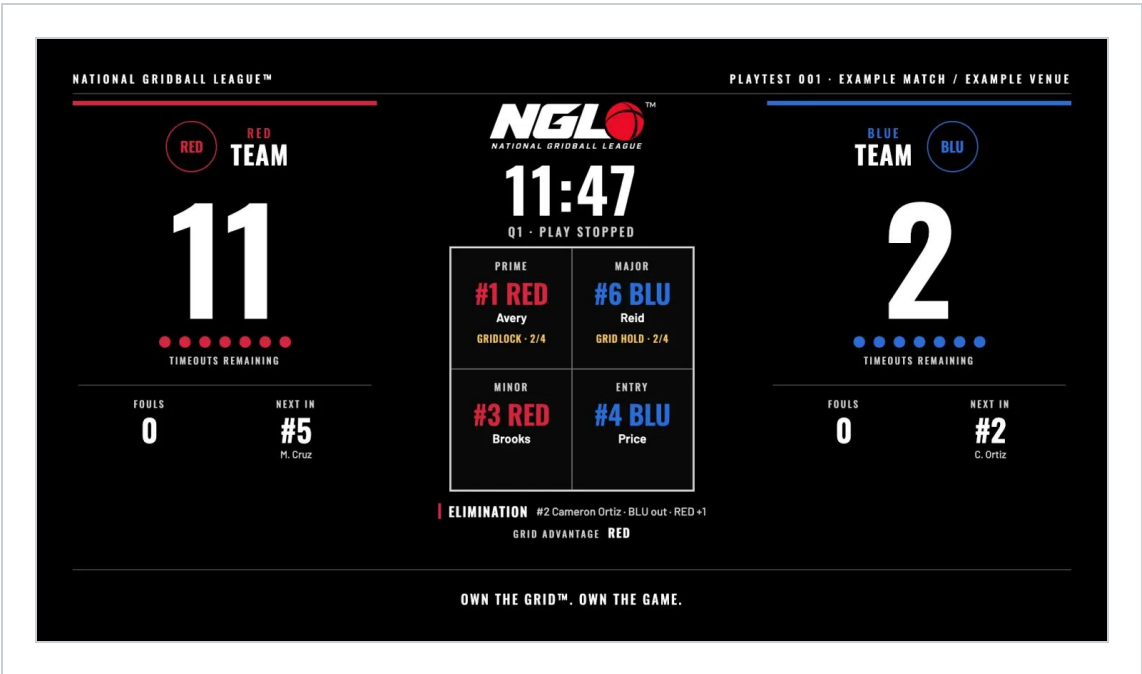


Figure 14.1 – The arena display Score, clock, the Grid with counts, Next In, fouls, timeouts and the last event.

- 14.1.2
- The display on the same computer follows the console instantly. A display on another device needs the console signed in and the live link the console gives you ("Remote display: ...?sb=1&live=..."). A display opened without the live link follows only the console on its own device.
- 14.1.3
- Press **S** on the display to see its connection status for 8 seconds.

14.2

The Board Badge

BADGE	MEANING	WHAT TO DO
NO BOARD	No display on this device (or NGL Local) is answering.	Open the display. A remote display on the live link cannot report back, so NO BOARD is normal when that is the only display.
BOARD LIVE	The display shows the latest update.	Nothing.
BOARD BEHIND	The display has not shown the latest update for over 2 seconds.	Bring the display window to the front or full screen; reload it if it persists.
SYNC ERROR	Updates to remote displays are failing.	Check the internet and the sign-in. The same-device display is unaffected.

14.3

NGL Local

- 14.3.1
- NGL Local relays the console to OBS and other devices on the venue network without internet. When it is running the top bar shows LOCAL or OBS with the number of outputs. Its setup is in the console's Broadcast tab and in "OBS setup" (docs/OBS-LOCAL-SETUP.md).

14.4 Crash Recovery

14.4.1 The console saves the match on this computer after every action and at least every 5 seconds while the clock runs.

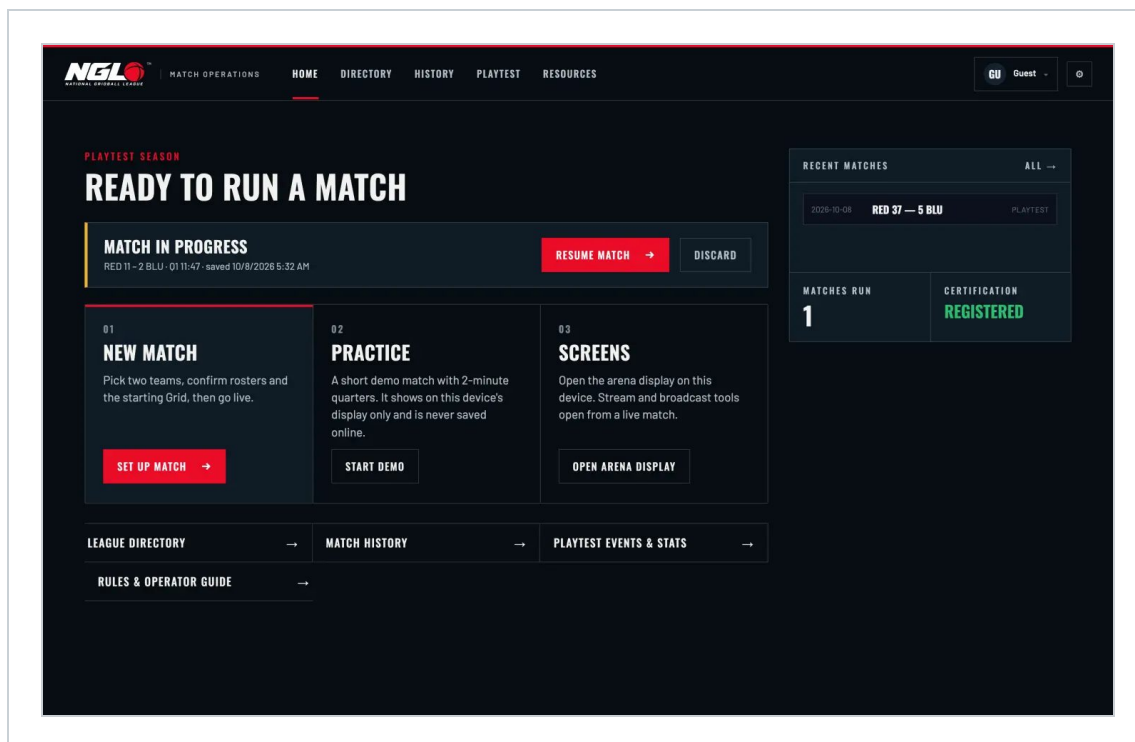


Figure 14.2 – Match in progress After a crash or reload, Home offers to resume the match.

14.4.2 If the browser closes, the laptop restarts or the page reloads, open the console in the same browser on the same computer. Home shows "Match in progress" with the score, quarter and clock:

- 1** Tell the Head Officiator. Play stops at the end of the rally (Officials Handbook 11.5).
- 2** Press "Resume match". The match returns with the clock stopped.
- 3** Check the clock against the timekeeper's stopwatch; it can be up to 5 seconds behind. Correct it only on the Head Officiator's instruction.
- 4** A break, timeout or challenge countdown that was running is not restored; the Head Officiator times it.
- 5** Reconcile with the paper backup at the next stoppage, then resume.

14.4.3 "Discard" deletes the saved match. Never press it during an event without the event lead.

14.4.4 Recovery works only in the same browser on the same computer. If the computer itself fails, continue on the paper backup and the backup stopwatch, and enter the match on another computer from the paper record when the league office says so.

14.5

When Things Fail

SITUATION	ACTION
The console freezes.	Head Officiator stops play at the end of the rally. Continue on the paper backup and backup stopwatch. Reload and resume (14.4).
The laptop loses power.	As above. Plug in, open the console in the same browser and resume.
The arena display goes blank or BOARD BEHIND stays.	Continue: the console is the record. Reload the display. Announce the score at stoppages if it stays down.
SYNC ERROR.	Continue. Check the internet and sign-in; remote displays catch up when it clears.
The clock or horn fails.	Head Officiator keeps time on the backup stopwatch and signals the end of the quarter (Officials Handbook 11.5).
A key does nothing.	Check that no dialog is open and you are not typing in a field. Use the on-screen button.

14.6

The Broadcast Tab

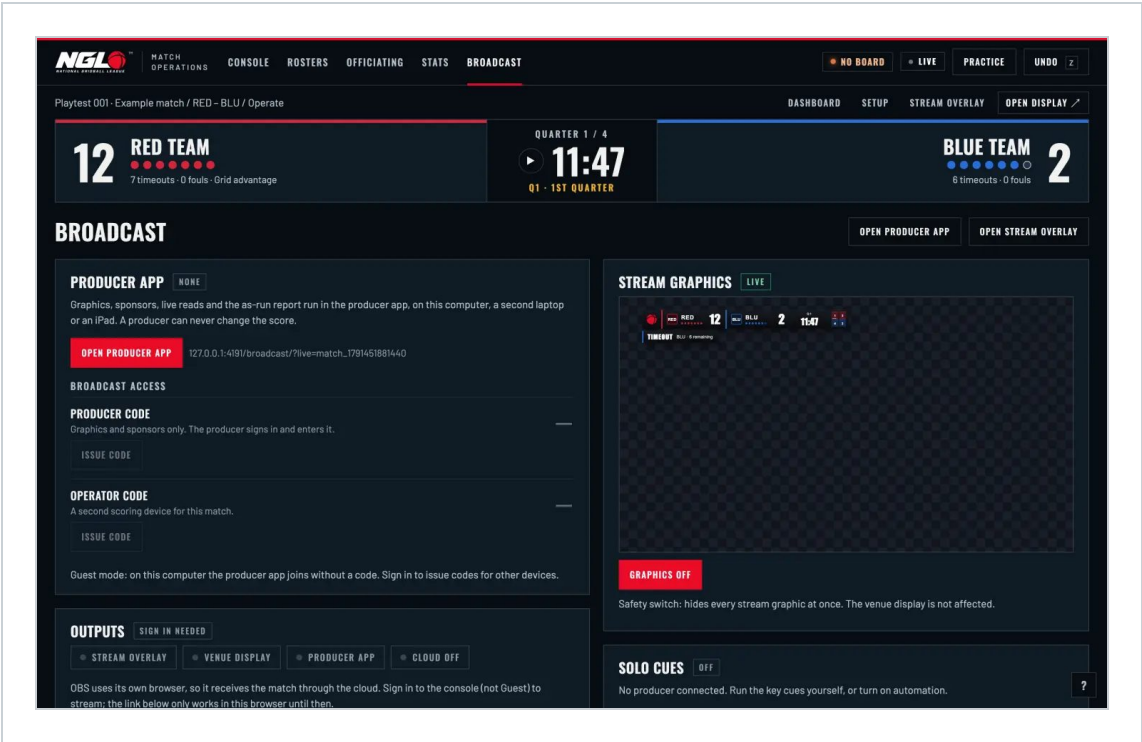


Figure 14.3 – Broadcast The producer app, outputs, stream graphics and solo cues.

14.6.1

Stream graphics are normally run by a producer in the separate producer app; a producer can never change the score. The operator needs to know two things here: "Graphics off" hides every stream graphic at once without affecting the venue display, and the stream overlay link ("Stream overlay") for production.

14.6.2 "Big Play" (**B**) fires a full-screen celebration on the display and stream. It lights up only for a clutch moment. Use it only when the event has agreed who fires it, and never let it delay the next serve.

SECTION 15

15 After the Match

15.1 End the Match

15.1.1 On the Head Officiator's Signal 02 at full time, press "End match" and confirm. Ending saves the final result to History and cannot be undone. "End match" is refused in Practice mode.

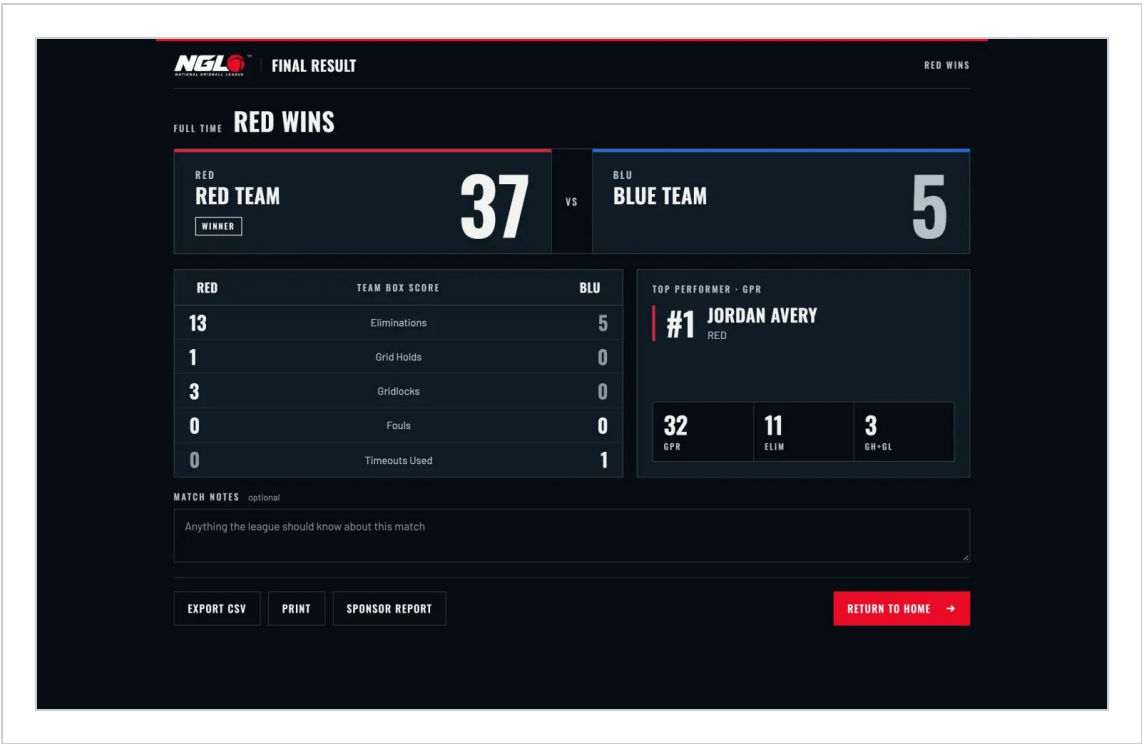


Figure 15.1 – Final result The team box score, the top performer, match notes, and exports.

15.2 Reconcile and Note

15.2.1 The Head Officiator, operator and spotter reconcile the console with the paper backup: final score, Eliminations, Grid Holds and Gridlocks, fouls, timeouts and challenges (Officials Handbook 13.1.2).

15.2.2 Enter the match notes: any correction made and why, any manual award, a protest the captain announced (Officials Handbook 13.3), any injury, ejection or incident, and the line "Signed off by Head Officiator [name]". Then press "Return to home". The notes are saved with the match.

15.3 Exports and History

15.3.1 "Export CSV" downloads the box score. "Print" prints it or saves a PDF. "Sponsor report" lists sponsor graphics shown. The match is in History on this computer, and in your account when signed in.

- 15.3.2** The spotter (the scorer) and the Head Officiator both sign the scorecard at sign-off. Keep it with the Head Officiator's report.

SECTION 16

16 The Check-In Station

16.1 What It Is

- 16.1.1** At playtest events, players check in on the NGL check-in iPad: they read and sign the Participant Packet, and staff complete the player's profile card. The station is in the console under Playtest → the event → "Check-in".
- 16.1.2** The check-in record holds private health and emergency information. Only the event lead and first aid lead see it (Participant Packet, page 2). Turn on the iPad's Guided Access while a player has it, so they cannot leave the packet screens.

16.2 A Player Checking In

- 16.2.1** Press "Start check-in" and hand the iPad over. The player completes, in order: about you (name and 18+), signing on this iPad (consent), the agreement and release, health and emergency, and media and profile choices, each with initials and a signature. They hand the iPad back at "Thank you".
- 16.2.2** Staff then complete the profile card: choose the player on the day roster, the profile and display names, hometown, jersey number (no duplicates), dominant hand and foot, and the measurements, and initial the card. Measurements are taken barefoot by staff: height, wingspan and standing reach, in inches; each is optional, and NGL never asks a player's weight. Press "Save check-in".

16.3 Packets Signed Before the Event

- 16.3.1** Players may sign the packet in My NGL before the event, including page 2. A player who signed online does not sign again at the iPad.
- 16.3.2** Before check-in opens, sign in to the console with a league-office account and press "Pull from My NGL" on the Check-in tab. The console finds the matching My NGL event (change it in the menu if needed) and lists every packet signed online: when it was signed, how each page was signed (drawn or adopted signature), the display choice and optional Yes answers, and whether the record verifies against its own hash. Pull again with "Refresh" if players sign late; the list needs a connection, so pull while the venue Wi-Fi is up.
- 16.3.3** When the player arrives, confirm who they are (photo ID if you do not know them), choose them on the day roster, and press "Finish profile card". The kiosk opens at the staff step with their signed pages already in place. Complete the card as in 16.2.2 and press "Save check-in". The record keeps the time they signed online, is marked "My NGL" in the check-in list, and its Signed PDF is made as usual.
- 16.3.4** Run a full check-in on the iPad instead when the card says the packet was signed on the earlier version (no page 2 signature), when the record does not verify, or when anything the player tells you differs from what they signed. "Import filled PDFs" stays the backup for paper packets and for a station with no connection.

16.4 Purging Emergency Information

- 16.4.1 Emergency information is deleted 30 days after the event, unless an incident occurred. The station reminds you after 30 days; "Purge emergency info" deletes it on the event lead's instruction. Signatures, choices and record fingerprints are kept.

SECTION 17

17 Statistics

17.1 Who Records What

STATISTIC	RECORDED BY
Eliminations forced (E)	The operator, from the credit box (8.3.4)
Assists (A)	The operator, on the Head Officiator's credit (8.3.5)
Defensive Plays (DP)	The operator, Shift +quadrant key, on the Head Officiator's credit (8.9)
Grid Holds (GH), Gridlocks (GL)	The console, automatically (8.6)
Clutch Plays (CP)	The console: any E, A, DP, GH or GL in the final 2:00 of a quarter or in overtime
Fouls (F)	The console, from penalized fouls (warnings and equipment stoppages do not count)
Times eliminated, Grid time, Grid control, rally time	The console

- 17.1.1 The console computes each player's GPR as $E + 3 \times GH + 7 \times GL + 2 \times A + DP + 2 \times CP - 2 \times F$ (Rulebook 10).

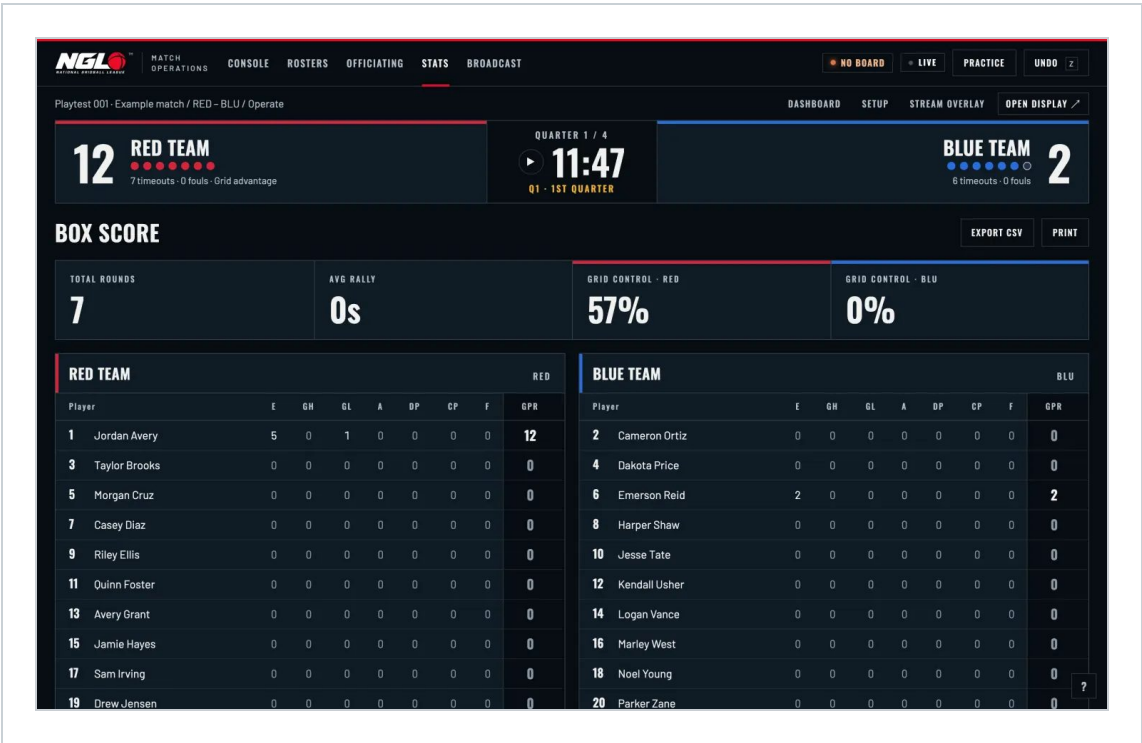


Figure 17.1 – The Stats tab The live box score, per player, with GPR.

- 17.1.2 A skipped credit is a statistic lost forever. The spotter's job at each Elimination is to make sure the credit is right, not just fast.
- 17.1.3 The statistician's full method, definitions and quality checks are in the NGL Analyst Guidebook.

SECTION 18

18 Becoming an Expert

18.1 Hands

- 18.1.1 Keep your left hand on **Q W A S Z C V**, your right hand over **1 2 3 4** and **F G D**, and a thumb on **Space**. Your eyes stay on the court.

18.2 Eyes and Rhythm

- 18.2.1 After the serve whistle, watch Prime's hand for the serve, and the owner's arm for the Elimination. Say each entry under your breath as you press it ("Entry, Red three"). The rhythm of an expert table is: whistle, key, credit, Next In, eyes up.
- 18.2.2 Set the Next In Player in the pause after the credit, every time, before you do anything else.
- 18.2.3 Read the status line after every entry without moving your head: it is the console telling you what it expects next.

18.3

Standards

18.3.1

An expert operator **PROPOSED** :

- enters a signaled Elimination within 1 second of the signal,
- starts the clock within half a second of the serve, and never before it,
- has both Next In Players set to match the boxes before every serve,
- closes every match with a console score that matches the paper backup without a correction,
- can run every scenario in Appendix [20.5](#) without this Handbook.

18.4

Drills

18.4.1

In a demo match or Practice mode:

- 1 Cue drill:** a partner calls cues ("serve", "Elimination Minor", "timeout Blue", "Foot Fault Red 3"); you enter them without looking down. Ten minutes a session.
- 2 Rotation drill:** before each Elimination, say who will move and where; check the Grid after.
- 3 Count drill:** say every count after every round end ("Gridlock Red one, three").
- 4 Correction drill:** a partner keys a wrong entry; you find it in Match activity and correct it with the fewest steps.
- 5 Scenario drill:** run Appendix [20.5](#) from a card, timed.

18.5

Training the Next Operator

18.5.1

An experienced operator trains the next one by:

- 1** Sitting them as spotter for a full match.
- 2** Swapping seats for a quarter with the trainer as spotter.
- 3** A full match as operator with the trainer beside them, intervening only to prevent an error reaching the record.
- 4** Signing off their practical assessment (19.2).

SECTION 19

19 Certification and Training

19.1

Levels

19.1.1

Table Officials are certified at three levels, mirroring the Officiator levels (Rulebook 9.1.4; Officials Handbook 14.1):

LEVEL	REQUIREMENT	MAY WORK
Trainee	"Learn the table" in My NGL complete	As spotter, with a certified operator

1 • Table Official	Written test, and a practical assessment in a demo match	Casual, exhibition and playtest matches as operator
2 • Certified Table Official	Two league matches as operator, observed and evaluated	League matches; required to lead a league table
3 • Championship	Evaluated at Level 2 across a season	Playoffs and the NGL Championship Cup

19.1.2 Every Table Official passes a rules and console test each season, with each new Rulebook edition and console release, to keep their level.

19.2 The Practical Assessment

19.2.1 The candidate runs a scripted match sequence in a demo match while an assessor reads the cues: at least 40 entries covering every cue in 8.1.2, two corrections, a challenge reversal, a halftime and an overtime. The candidate passes with every entry correct at the end of the sequence and no entry made before its cue.

19.3 Playtest 001

19.3.1 Table crew at Playtest 001 work as Provisional Table Officials, trained on this Handbook and the "Learn the table" course, with at least two demo matches before the event.

SECTION 20

20 Appendices

20.1

Key Reference

KEY	ACTION
Space	Start Round (when Prime serves) / Pause / Resume
1 2 3 4	Eliminate Prime / Major / Minor / Entry
Shift + 1 - 4	Defensive Play in that quadrant
F / G	Credit the Elimination to the first / second player offered
D	Credit the assist (when asked)
Esc	Skip the credit or assist; close a dialog
Q / W	Timeout, team A / team B
A / S	Foul, team A / team B
C / V	Challenge, team A / team B
O / K	Challenge ruling: overturned / stands
Z	Undo the last action
N	Next quarter (overtime after a tied Quarter 4; End match at full time)
B	Big Play (when armed)
P	Practice mode on / off
?	All keys

20.2

Penalty Ladder

FOUL	1ST	2ND	3RD
Foot Fault	Warning	Team loses 1	Eliminated; opponents +1
Time Wasting	Warning	Opponents +1	Eliminated; opponents +2 and possession
Double Touch	Opponents +1	Eliminated; opponents +2	—
Illegal Serve	Warning	Opponents +1	Eliminated; opponents +2
Unsportsmanlike Conduct	Team loses 1	Ejection	—
Deliberate Interference	Opponents +2	Eliminated; opponents +2 and possession	Ejection
Uniform Violation	Warning; correct now	Team loses 1	Eliminated, no points
Equipment Malfunction	Stoppage up to 75 s, not charged	Opponents +1	—

From Officials Handbook 8.2.1. Further offenses repeat the last step.

20.3**The Table's Match Day**

MINUTES	TABLE TASK
-75	Set up the station; power, keyboard, display, stopwatch, paper backup. Open the console and check Settings (4.4).
-60	Crew meeting. Get the Officiators' names and sides.
-45	Setup steps 1-4 with rosters from the teams.
-30	Roster check with Officiators 2 and 3; confirm rosters.
-15	Coin toss with the Head Officiator; record and confirm it. Starting Grid.
-10	Systems check (7.8).
-5	Review and sign-off; start the match; set Next In Players from the players in the boxes.
0	First serve whistle; Start Round when Prime serves.

20.4**Pre-Match Checklist**

- ☐ **Settings match the Rulebook:** 16-minute quarters, 7 timeouts (2 a quarter), 75-second timeouts, threshold 4, points 1 / 3 / 7.
- ☐ Signed in, or guest with the display on this computer.
- ☐ Arena display answering (BOARD LIVE).
- ☐ Rosters confirmed against the teams' sheets.
- ☐ Toss recorded and confirmed by the Head Officiator.
- ☐ Starting Grid matches the Grid Advantage Starters.
- ☐ Clock and horn tested; whistles heard at the table.
- ☐ Paper backup filled in to the start; stopwatch ready.
- ☐ Both Next In Boxes taped, in view from the table, and each team's Next In Player set to the player in its box.

20.5

Practice Scenarios

- 1** A Gridlock and a Grid Hold complete on the same Elimination.
- 2** A team's Next In Box is empty when its player is eliminated.
- 3** A third Foot Fault by a named player.
- 4** **A second Deliberate Interference:** possession to the other team.
- 5** An Unsportsmanlike Conduct ejection of a player on the Grid.
- 6** A challenge to an Elimination, overturned with reversal.
- 7** A challenge that stands with one timeout left.
- 8** A timeout requested during a rally.
- 9** **An injury:** the Next In Player comes from the box and replaces the player in the same quadrant.
- 10** The clock expires mid-rally and the rally ends in an Elimination.
- 11** Halftime with new Grid Advantage Starters.
- 12** A tied Quarter 4, overtime, and a 2-point lead.
- 13** **The browser closes mid-quarter:** recover and reconcile.
- 14** A keying error caught two entries later.
- 15** **The player in a box is not the Next In on screen:** "Table hold".

20.6

Status Messages

MESSAGE	MEANING
"Match not started. Press Start to begin."	Set Next In Players, then start when Prime makes the first serve.
"Round N in progress – clock running"	Play is live.
"Elimination processed. Confirm rotation and press Start Round."	Check the Grid, set Next In to the player in the box, say "Table set", wait for the whistle and the serve.
"No round in progress – press Start Round before recording an elimination."	The round was not started: start it, then enter the Elimination.
"Cannot start – ..."	The Grid has a problem; the message names it.
"Q1 expired – press Next quarter (N)."	The quarter is over; record any last Elimination.
"Full time – record any last elimination, then press End match."	Quarter 4 ended with a lead.
"Action undone. Clock stopped – ..."	An undo was applied; restart when Prime serves.
"Match recovered. Clock stopped – ..."	After a crash recovery; reconcile before resuming.

20.7 Proposed Policies

The following are proposed for ratification with the next Rulebook edition. They are marked **PROPOSED** where they appear.

POLICY	HANDBOOK
Expert operator standards	18.3.1
Table Official dress	3.5.1

Ratified by the league in October 2026 (Revision 7) and now in force:

POLICY	HANDBOOK
Table Official certification levels and the seasonal test	19.1
The practical assessment	19.2

20.8 The Official Match Scorecard

The NGL Official Match Scorecard (SC-1) is the table's paper record: page 1 the match record (officials, toss, Grid Advantage Starters, rosters with each player's tallies), page 2 the score, timeouts, challenges, injury stoppages and fouls, and the round log: one line per round with the Grid at the serve, both Next In Players, the Elimination and its credit, the Prime and Major counts, any award and the score. A quarter can have any number of rounds: rounds are numbered through the whole match, a new quarter starts on the next line, and the spotter takes another round log sheet whenever one fills. With the console running, the spotter keeps pages 1 and 2 and logs each Elimination and its credit; if the console fails, every column of the round log from the next serve, so the match continues on paper (14.5). A worked example comes with the card.

20.9 Revision History

VERSION	EDITION	PUBLISHED	SUMMARY
1.0 (R7)	2026 Edition	October 2026	Ratifies the Table Official certification levels, the seasonal test (19.1) and the practical assessment (19.2); Level 1 certificates are issued in My NGL and checked at ngridball.com/verify .
1.0 (R6)	2026 Edition	October 2026	Aligned with Rulebook Version 3.5 and Officials Handbook R10: Officiator 3 runs the score check and the Head confirms (11.4.1); "Table hold" for a Next In change after "Table set" (8.4.2); the spotter and the Head Officiator both sign the scorecard (15.3.2).
1.0 (R5)	2026 Edition	October 2026	Corrects the Rulebook edition named in the foreword to Version 3.4, and notes that a Major player who moves up to Prime loses the Grid Hold count, as the console now records it (8.6.1).
1.0 (R4)	2026 Edition	October 2026	Aligned with Rulebook Version 3.4 and Officials Handbook R9: the Head Officiator is Officiator 1, on the Prime-Major side across the Grid from the table (7.3.1); the ball reset to Prime before the serve (8.2.1).

1.0 (R3)	2026 Edition	October 2026	Aligned with Rulebook Version 3.3, the Next In Box: the Next In Player is whoever is in the team's box, and the table reads both numbers before "Table set" and says "Table hold" for an empty box or a mismatch (2.2, 2.3, 4.1.3, 8.2.1, 8.4, 8.10); injury replacement from the box (12.1.2); the console's new Next In wording (6.2.1); checklist and scenarios (20.4, 20.5).
1.0 (R2)	2026 Edition	October 2026	The confirm-back with the Officiators: read-backs, "Table set", "Table hold", "Table query" (8.10; Officials Handbook 7.1.3).
1.0	2026 Edition	October 2026	First edition, with the serve-clock procedure (the clock starts with the Prime serve, not the serve whistle; 8.2) and the Official Match Scorecard (20.8). Written to the NGL scoring console of October 2026, Rulebook Version 3.2 and the Game Officials Handbook Version 1.0.