Additional ideas

1. Rulebook
   1. hyperlink table of contents
   2. search the rulebook
   3. make the rulebook one button away while reffing – on the fly rule-check
2. swipe screens -> one screen is home, other is away. select player and action
3. draw number on screen to select player (keep track of out players or penalties)
4. incorporate audience into the game. perhaps, the audience could “join” the game session and get updates on referee calls and such. time out occurred and referees argue over ruling, notify audience what the discrepancy is and how it was resolved – point them to section of the rulebook for them to review it if they wish.
5. Have two aspects of the application: Referee/Current Game and Review. The Referee section would set up a current game and have other referees join the session to officiate game. The Review section would hold game “updates, scores, news, standings, game schedules, etc around the NCDA, a rulebook, weekly polls, show the history of the NCDA, team/history profiles, video highlights”
6. Calling players out
   1. on the app have a roster of each team. select player numbers for each team and the selected player dims/blacks-out/moves to visual out-line on the screen to denote the player has been ruled out. If the HR and Shot-clock ref are synched, HR could call all of the outs and when 5 players left, notify the shot clock ref.
7. Shot clock
   1. when shot clock violation occurs, have a dialog that comes up that asks to confirm or deny the shot clock violation (in case thrower got it off in time but ref missed the button on time)

Additional Notes

1. research iPhone app "Basketball shot clock 24 free" by Norihisa Kato