



Netball Game Day App User Guide

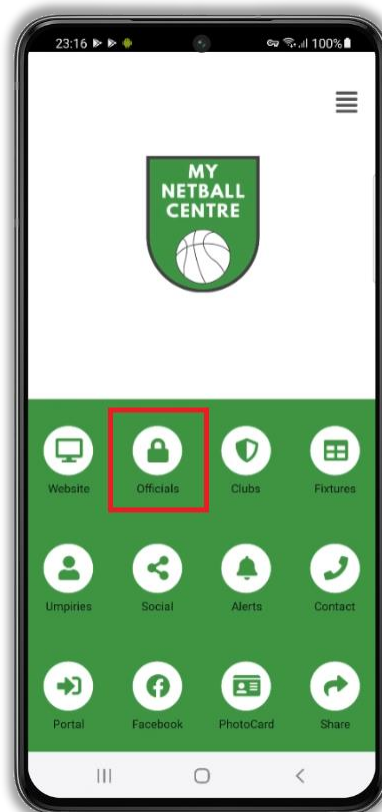
FOR SCORERS

Contents

Getting Started	2
For new users.....	3
For existing users	6
Team Selection	10
Scoring	13
Conflicting Scores.....	17
End Quarter	18
Editing Timeline	19
Substitutions	20
Removing a player who did not take the court from the team	21
Submitting Score.....	24
App Connectivity.....	26

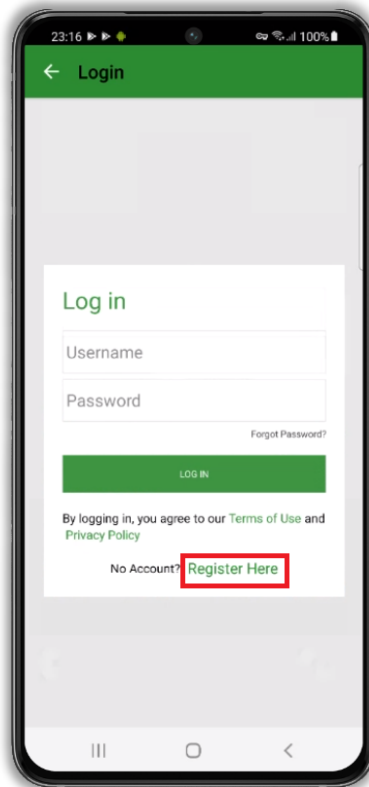
Getting Started

Download the official Netball mobile app from the App Store or Google Play. Tap the **Officials** icon.

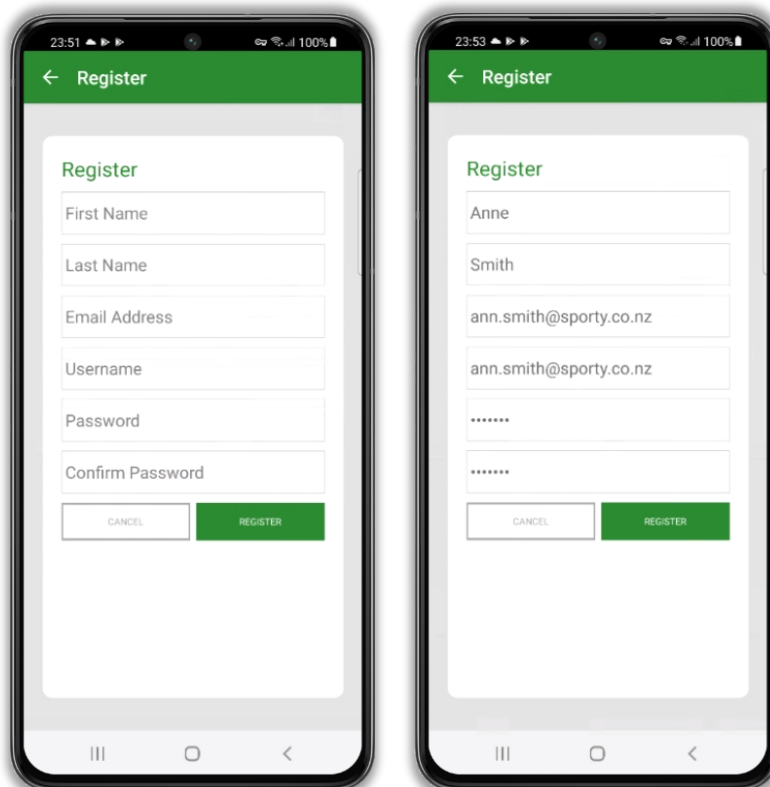


For new users

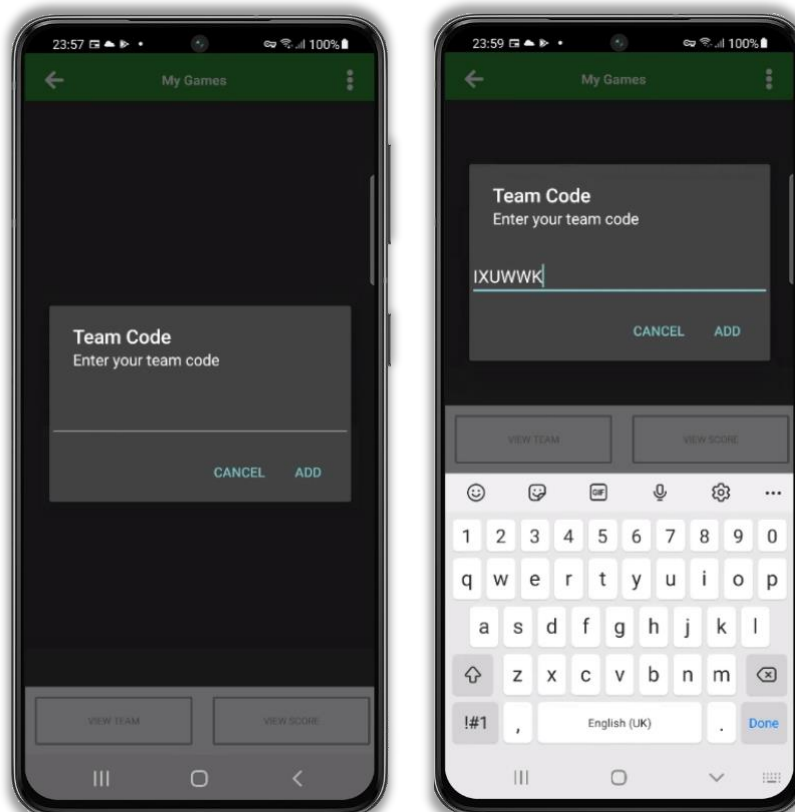
If you are new to Sporty and do not have a Sporty account, tap on the **Officials** icon and then tap the **Register Here** option.



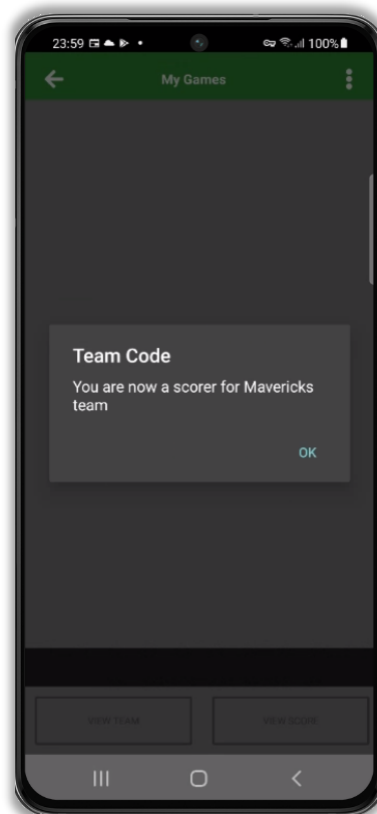
Enter your name and email address. A username will pre-populate for you, but you can change this if you wish. Choose a password, then re-renter. Tap on **REGISTER**.



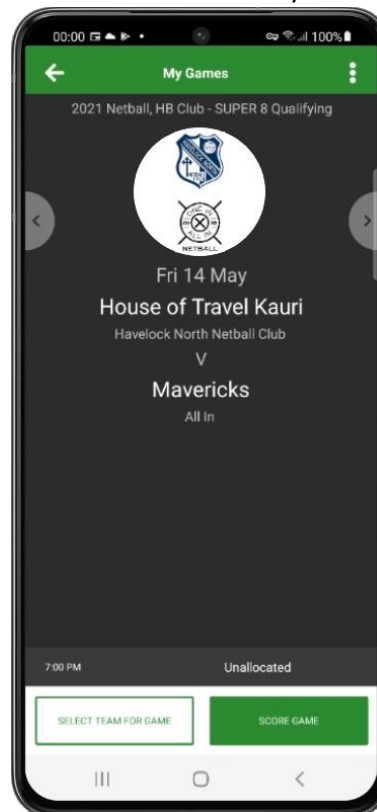
A confirmation message will appear at the bottom of the screen stating “Your registration is successful you will now be signed in.” You will be prompted to enter your team code, and tap **ADD**.



A message will come up confirming the team you now have scorer access. Tap **OK**.



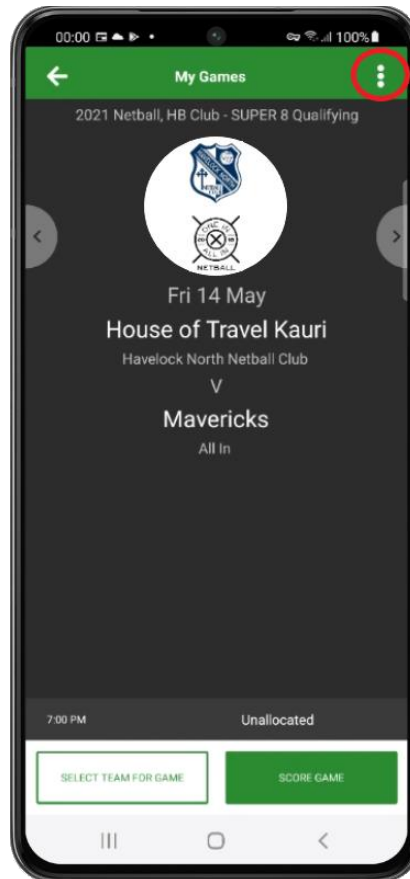
The app will now re-load to display the fixtures scheduled for your newly added team.



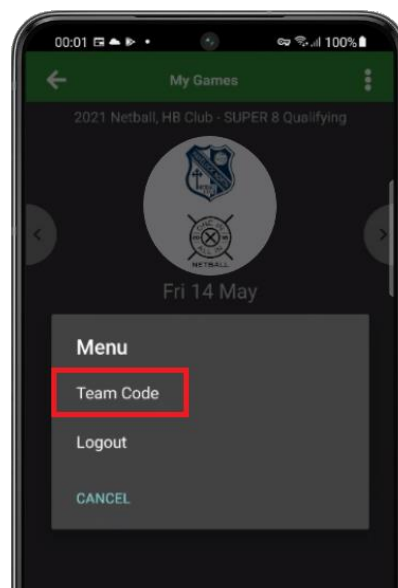
You can repeat these steps as many times as you need in order to register as a scorer for many teams.

For existing users

If you are an existing Sporty user but have never logged in to the app to score, when you first login in you will be taken to a blank screen. Tap on the 3 dots icon in the top right corner of the screen.

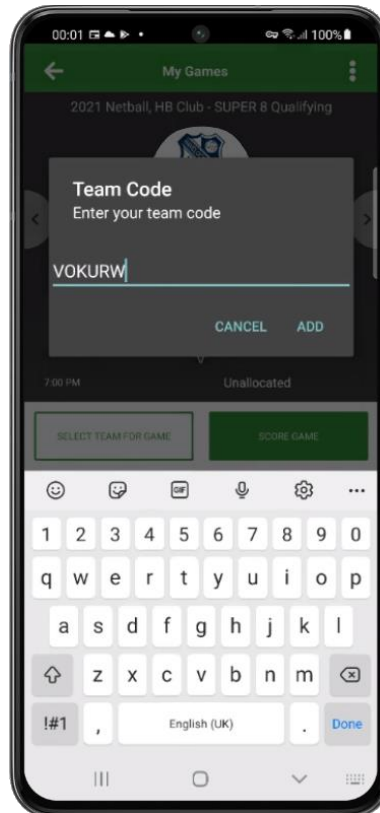


A pop up will appear. Tap on Team Code.

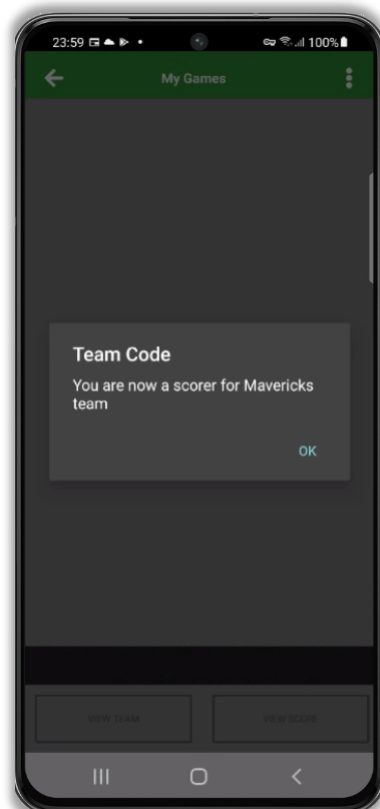


Enter the 6-digit scorer code given to you by your club or school and tap **Add**.

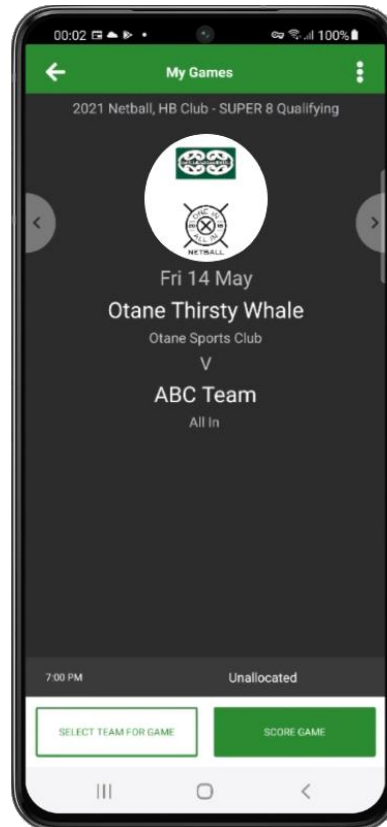
Note: The scorer code is letters only and is not case sensitive.



You will receive a confirmation message, tap on **OK**.

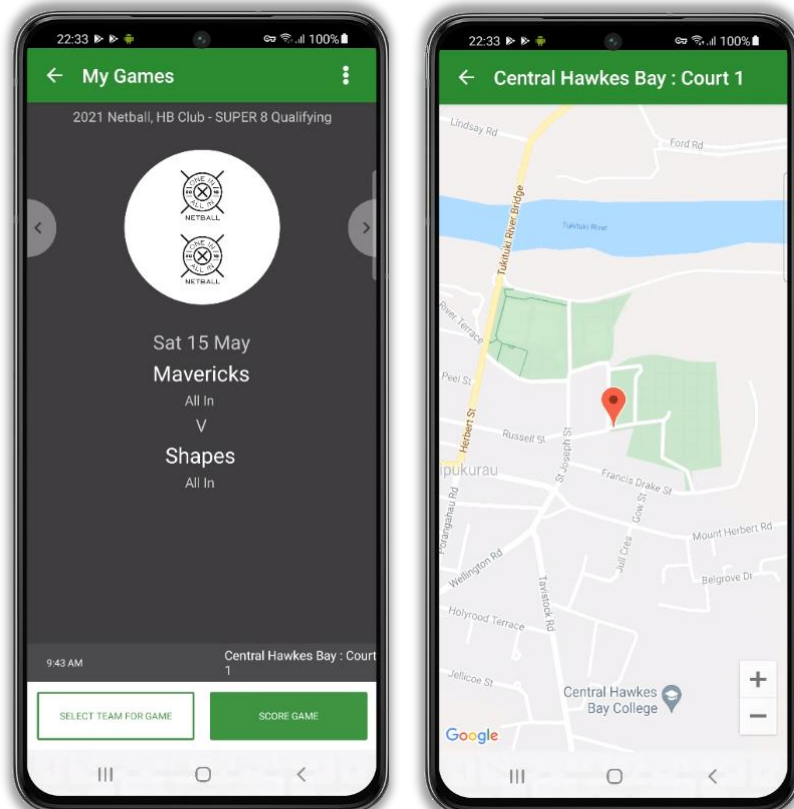


The app will now re-load to display the fixtures scheduled for your newly added team.



You can repeat these steps as many times as you need in order to register as a scorer for many teams and you can use the same login to be a scorer for more than one club or school.

Once you login, a playlist of your upcoming games is displayed. Swipe to the left or right to view your past or future games. You can tap on the name of the playing court to see a map of its location.



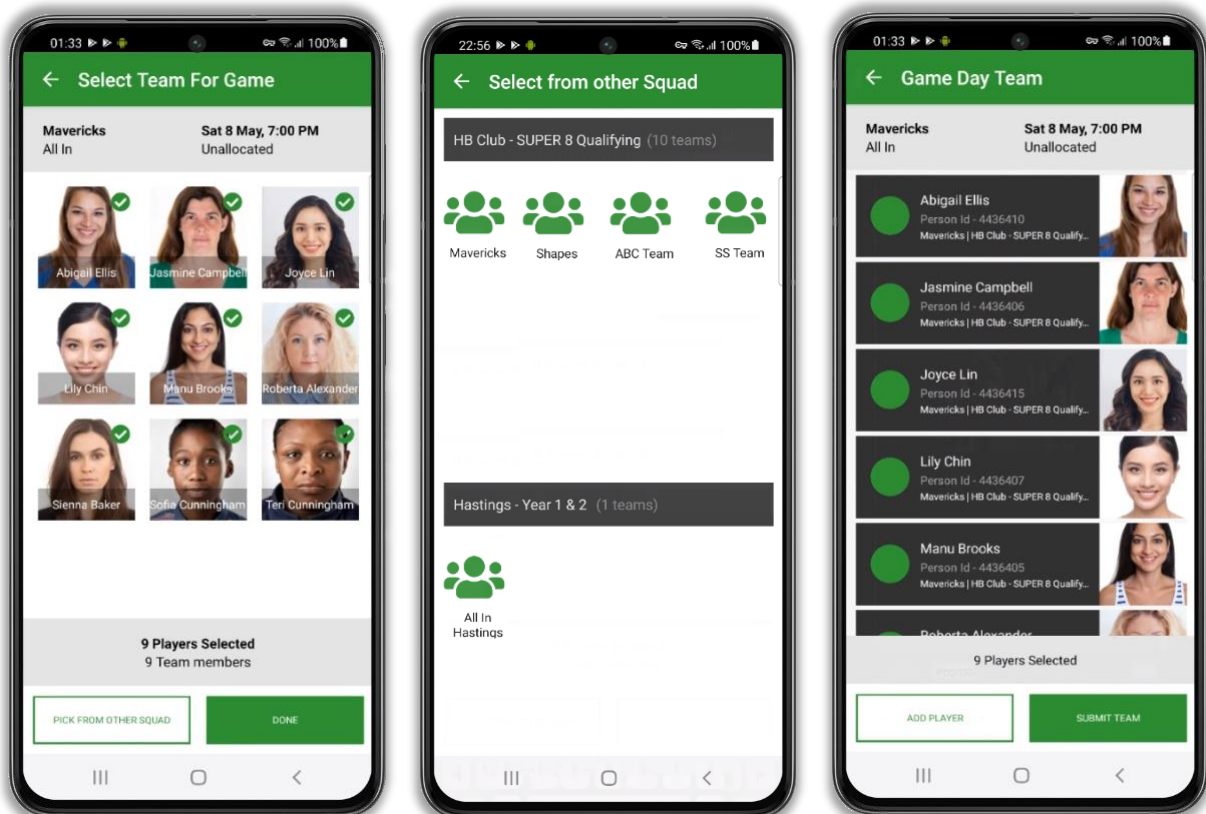
Team Selection

Tap **Select Team for Game** to get started. This will display the squad of players allocated to your team by your club or school in Sporty TeamBuilder™.

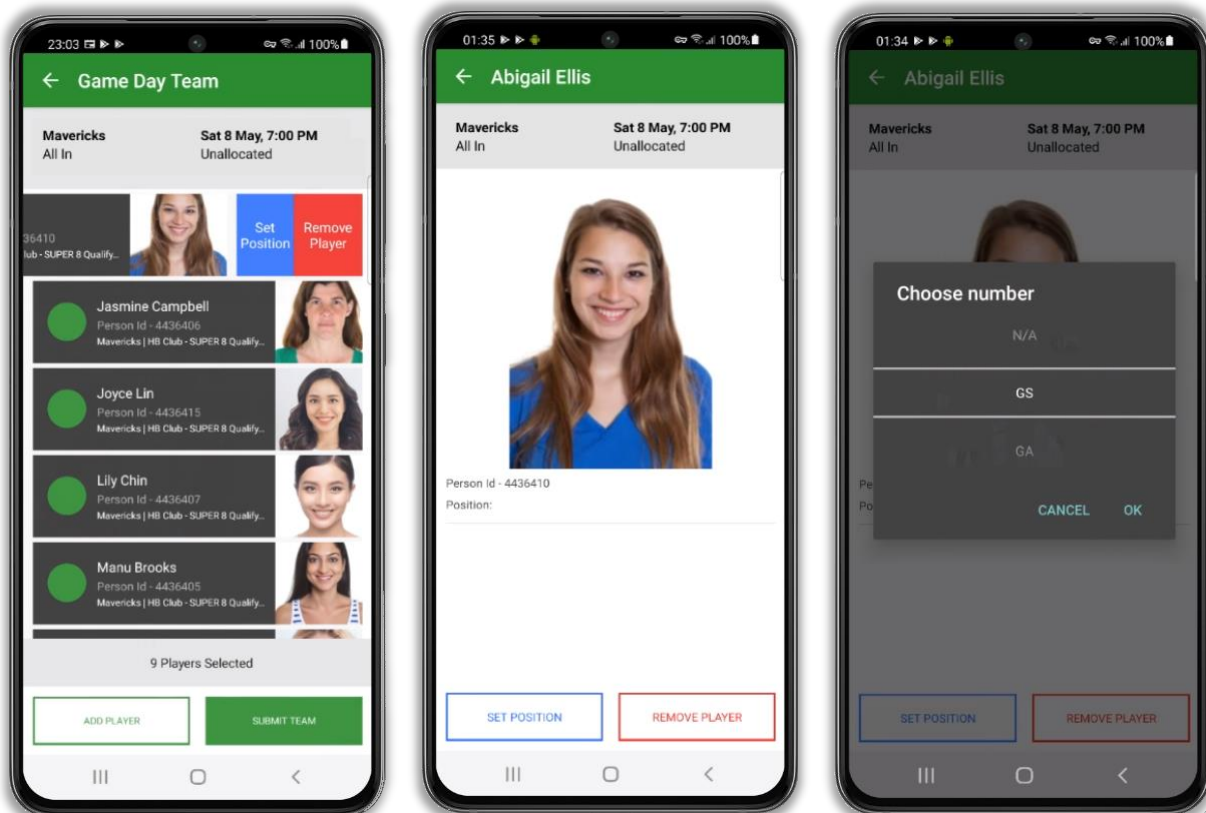
By default, all players will be selected and have a tick beside their name. You can tap each player to select or deselect them. Selected players show a tick.

If you want to select players from another team, tap **Pick From Other Squad**. When you do this a list of all teams for your club or school will be displayed. Click on the team you wish to select the player from and tap on that player. This player will be added to your team for the game.

Once you have selected all the players for your game, tap **Done** and your Game Day Team will be listed.



You can set a playing position for each of your players. Either swipe the player to the left, or tap on the player, then tap **Set Position** to select their position and tap **OK**.



Note: You can also remove players from your Game Day Team by swiping a player to the left and tapping **Remove Player**. This is the same as deselecting a player.

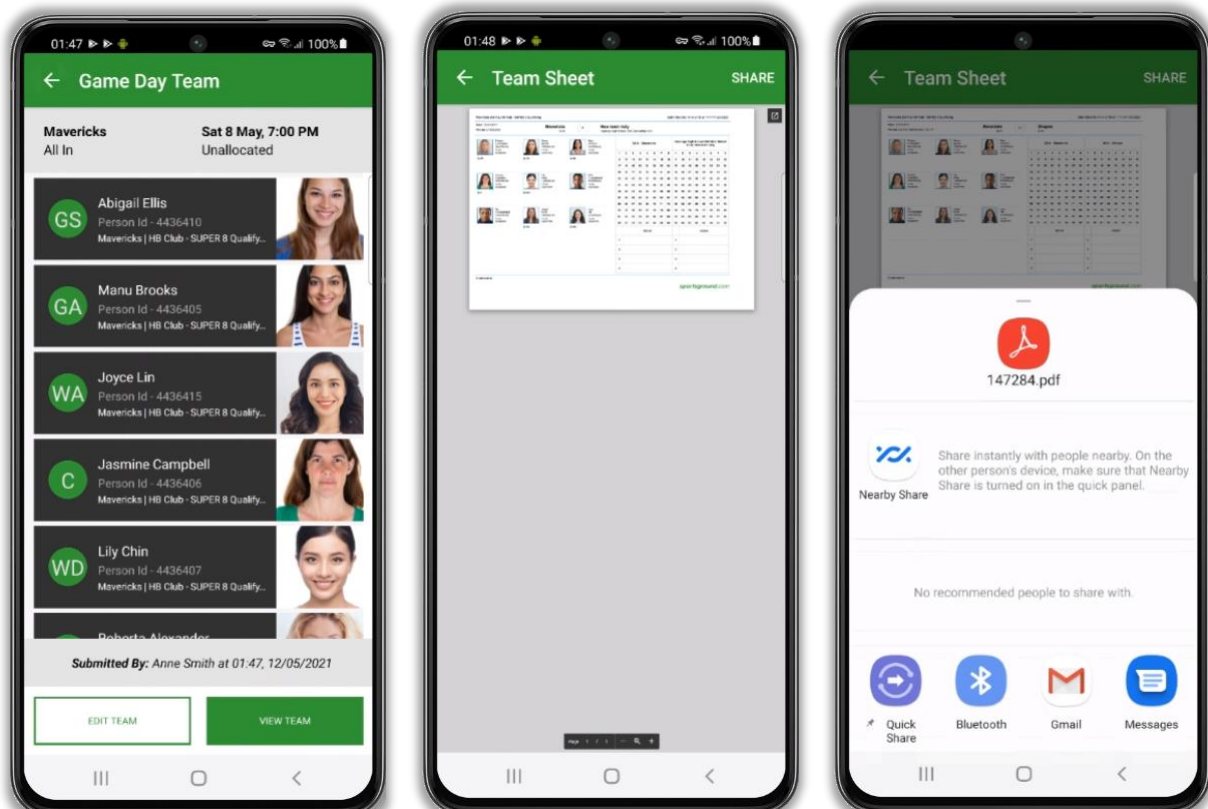
When you have finished, tap **Submit Team** to confirm your team selection.

If you need to amend your team sheet once submitted, at the home screen tap **View Team**. You can then edit your team to add or remove a player, then tap **Submit Team**.

Once you have submitted your team sheet, your opposition will be able to view it by tapping your club logo for the game in their mobile app.

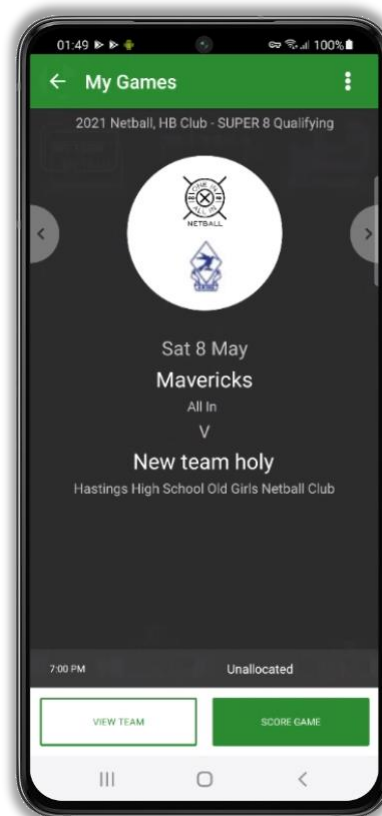
You will also be able to view their team sheet by tapping their club logo displayed against the game in your playlist.

You can also view your own Team Sheet as a PDF and easily share it.



Scoring

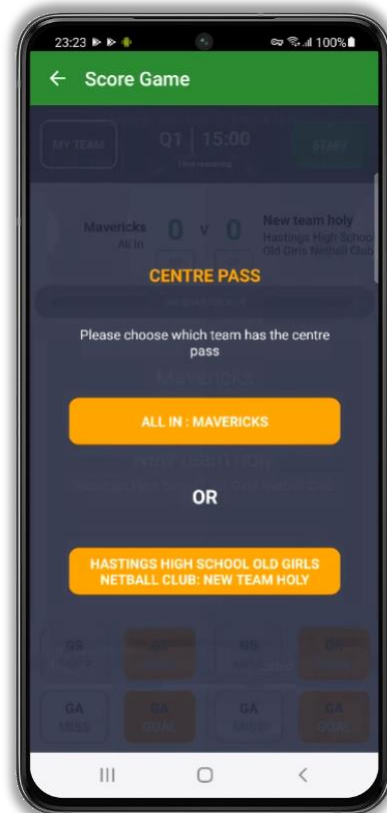
Tap **Score Game** against the required fixture on your playlist to get started. As any upcoming games that are published by your centre will be displayed in your app, check to ensure you are selecting the correct date for your game.



Following the coin toss, a pop-up will appear to select which team has the CENTRE PASS. Click on the team that has the centre pass.

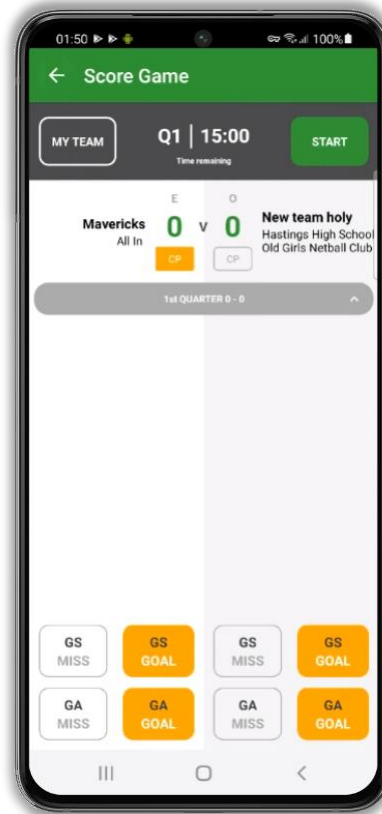
Note: The team that has the centre pass will show an orange **CP** icon highlighted and with the letter E (for even). The team not taking the centre pass will display an O (for odd) in grey.

You can tap the **CP** button/Score/O on either team before a game starts to change the team that is designated “Even” and taking the first centre pass.



Now, tap **Start Game** to start the game. The Start Button will change to **Pause** and the countdown will start. When the countdown reaches 0, the time will go to a negative integer.

Most centres will use the centre hooter to signal the beginning and end of each quarter and game. The timer displayed in the app is provide you with an indication of time left in the quarter. Check with your centre to understand if they require you to use the time in the app to control the time of the game.

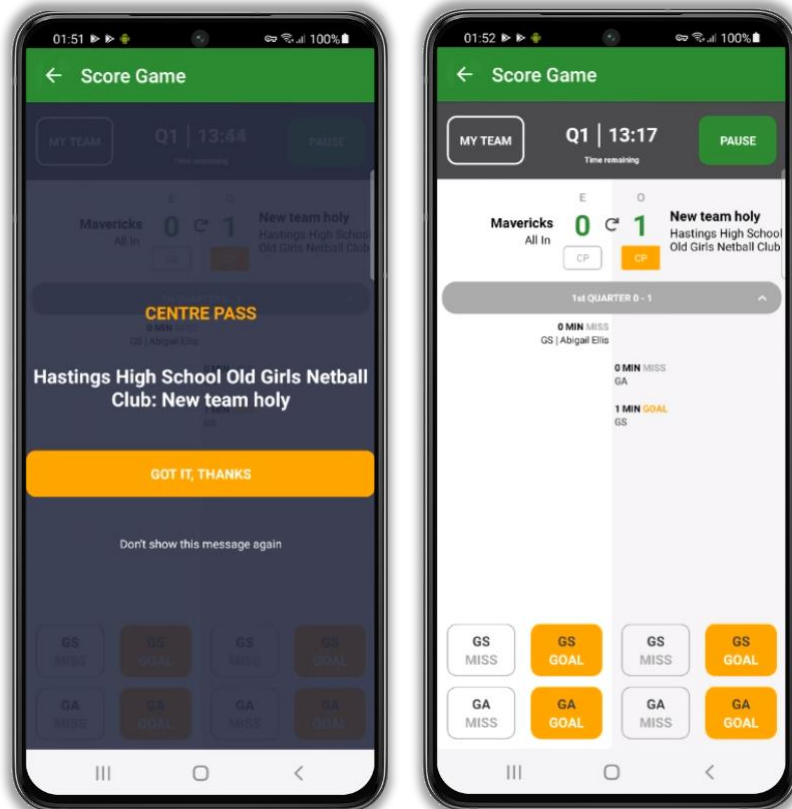


Typically, scorers from both teams will stand beside each other courtside.

When you score the game, you will score for **both** teams.

You can log a **Miss** or a **Goal** and assign it to either the GS or the GA. These events will appear on the timeline. When a **Goal** is logged:

- A **Centre Pass** pop-up will display (you can dismiss this popup one time or permanently).
- The team that has the Centre Pass next will have **CP** highlighted in orange.



Conflicting Scores

Every time you add a new Goal, the app will check that the opposition's score matches your score. There is a 10-second leeway for the scores to match (this gives the opposition a chance to input the goal in case they are delayed). If this check determines that your result does not match the opposition, the score will change to display in Red.

You can wait until you add your next goal for the app to perform another check to confirm your scores are now the same or tap the refresh icon (the arrow icon situated between the two scores) to complete a manual check.

When the scores between two teams match, the score will return to displaying in green.

If the scores are displayed in red scorers from both teams will confer to check where their scores differ. This may be done at the end of the quarter. You are able to edit an event on the timeline to amend it if it is necessary to align the scores. See Editing Timeline section below.

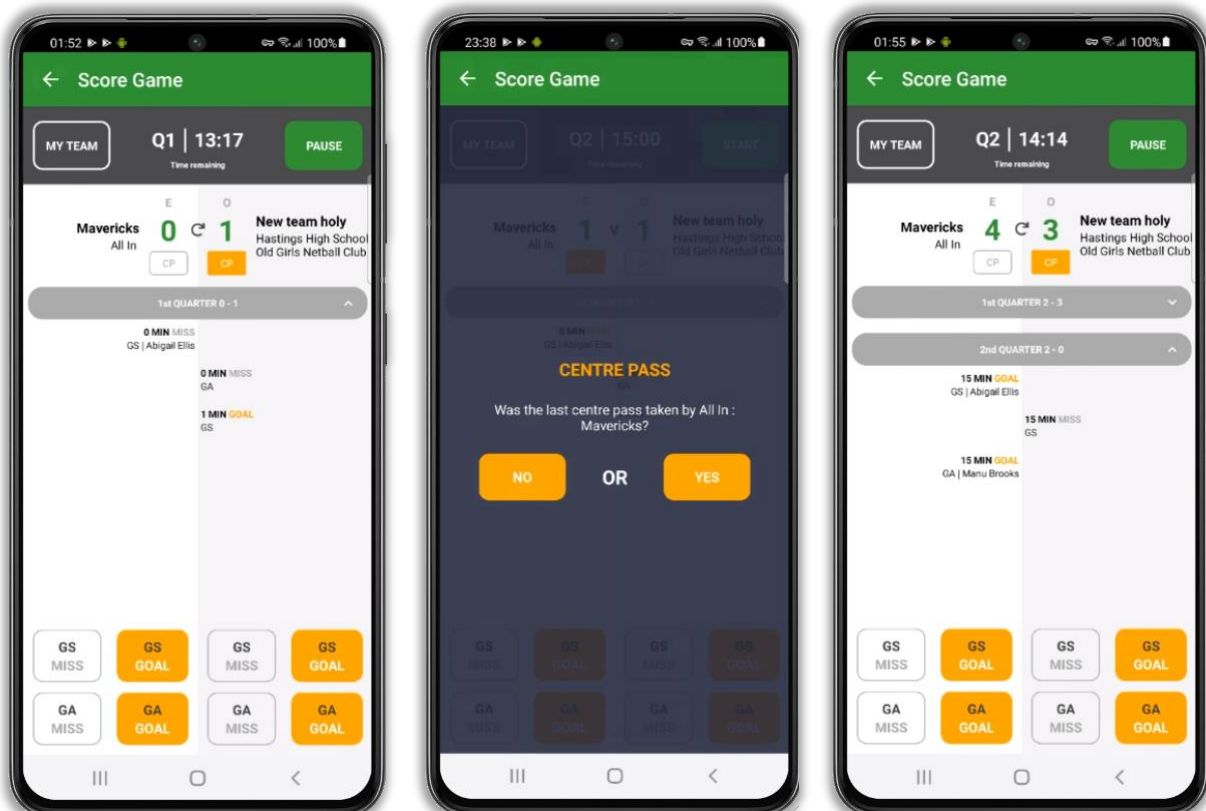
End Quarter

Tap on the **Pause** button, then select **End Quarter**. A “Centre Pass” question will appear, “Was the last centre pass taken by XXX? Yes/No”. This is to determine which team has the centre pass for the start of the next quarter.

When you click Yes/No you will be taken to the list of game events that happened in that quarter.

When you click on the **Start Game** button to start a new quarter, the game events will roll up and the next quarter will appear.

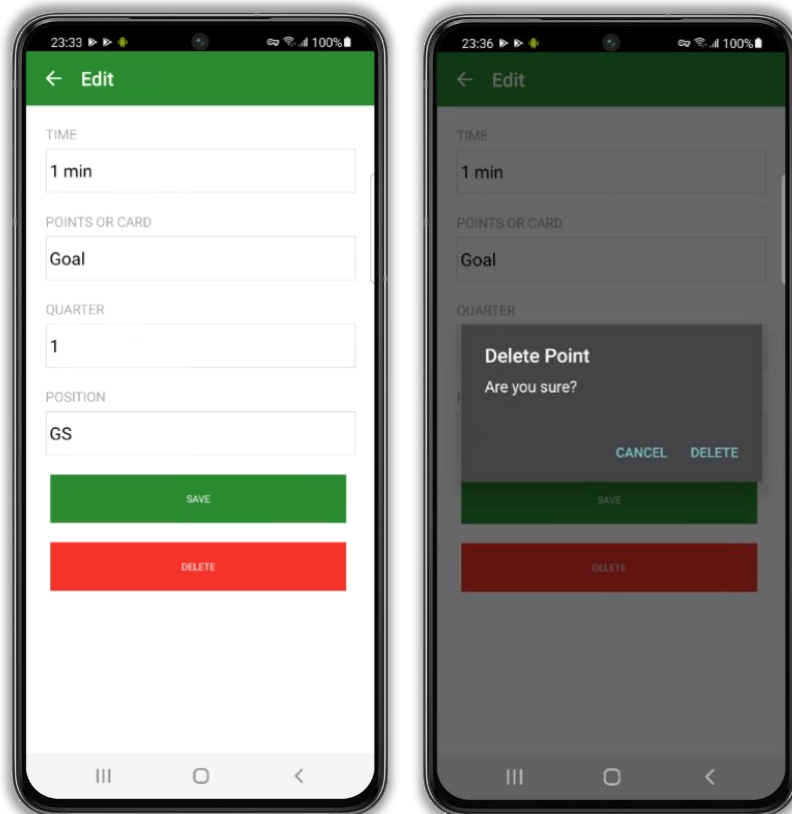
If the score is showing in Red at the end of the quarter, this means a scorer from the opposition team has submitted a conflicting score for that quarter. Review your submission with the opposition team to determine where a missing/extra goal has occurred and either **Add** a goal or tap a goal to delete.



Editing Timeline

If you need to make a change or delete an event you have recorded, simply tap the event on the timeline. If you tap **Delete** to delete an event, the app will ask you to confirm.

Note: Deleting a goal scored in error will also change the Centre Pass to reflect who should have the Centre pass based on the revised score.

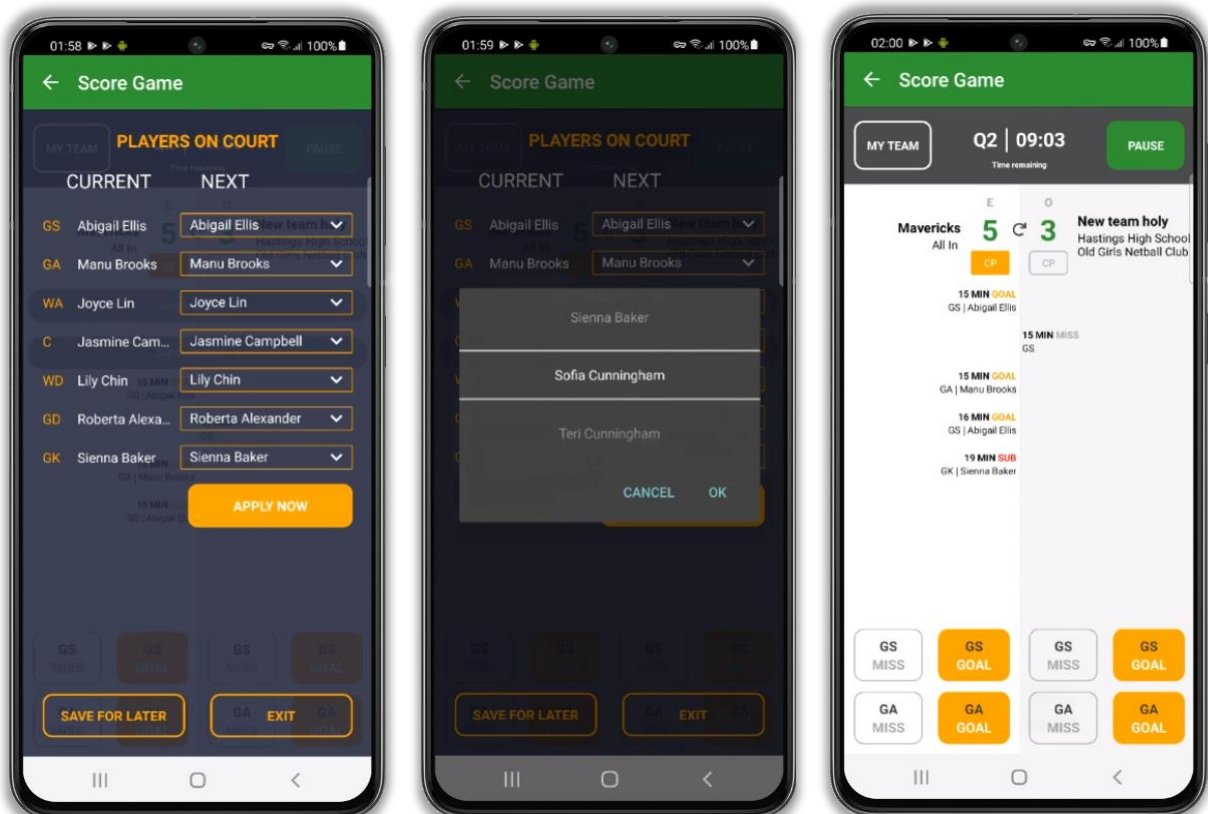


Substitutions

Typically, substitutions are made at the end of each quarter, however, you can make a substitution at any stage during the game, for example in case of an injury. The time the player has played will be recorded against the player.

Click the **My Team** button to make substitutions. The team list for the period you are currently in will appear on screen. You can select the dropdown option to select a player from the submitted team list to be substituted. Tap the **Apply Now** button to lodge a substitution to take place immediately. This will be tracked as a substitution off/substitution on in the game event timeline.

You also have the option to save the changes for later. Make all the changes you need to, click on the **Save for Later** button. You can return to **My Team** later (e.g. at quarter time) to apply the substitutions.

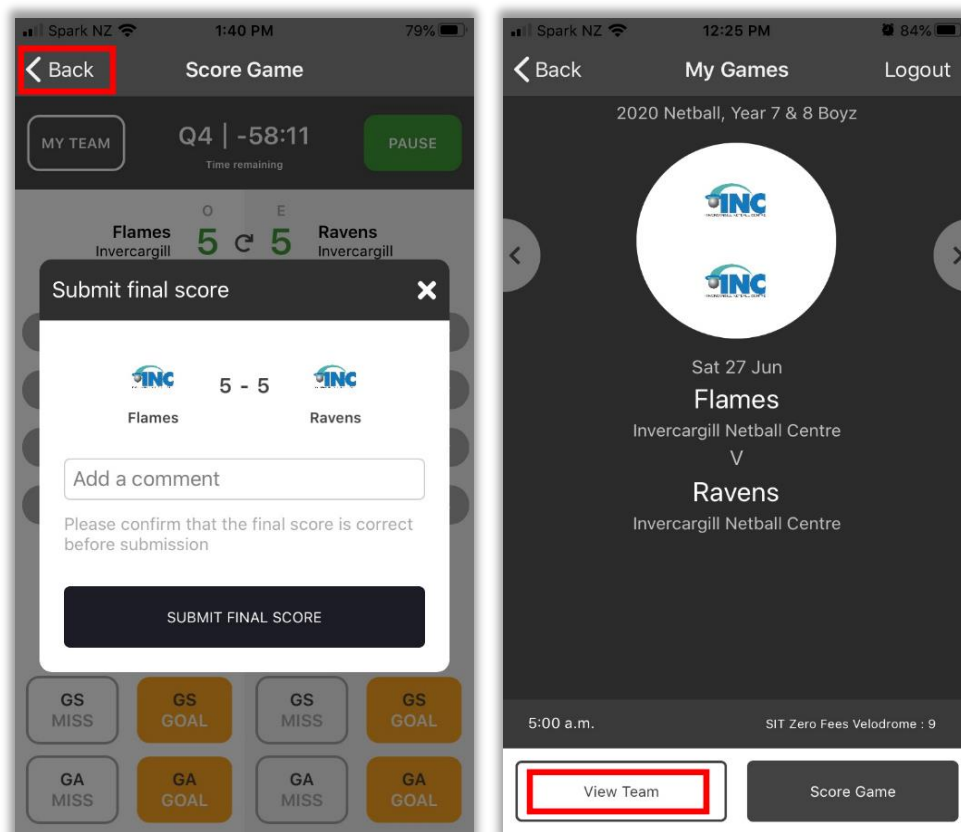


Removing a player who did not take the court from the team

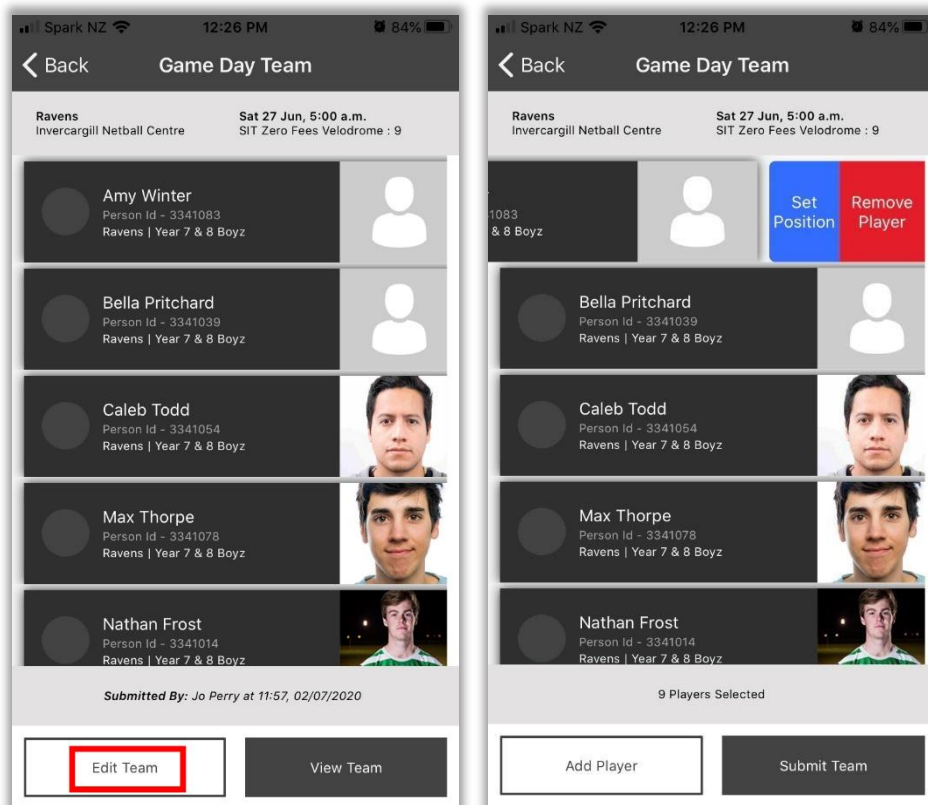
You can remove a player **before** the final score has been submitted. This prevents them from showing up on the teamsheet.

*Note: To remove a player from the teamsheet **after** the final score has been submitted, please contact the centre.*

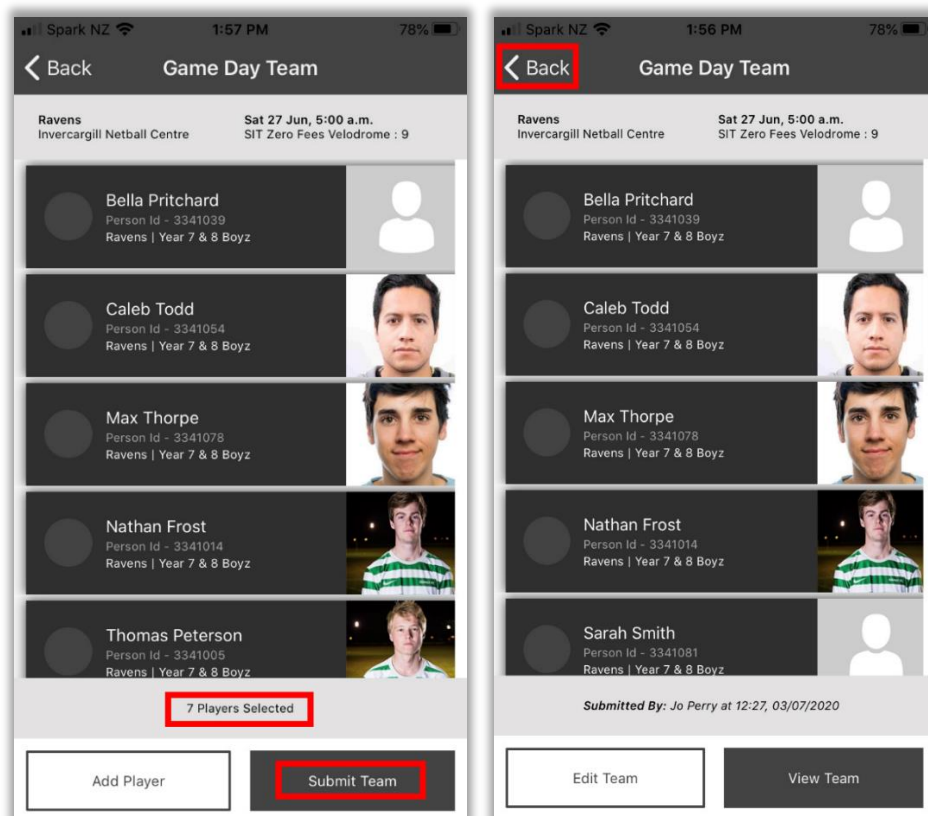
Before submitting final score, tap on **Back** and then tap on **View Team**.



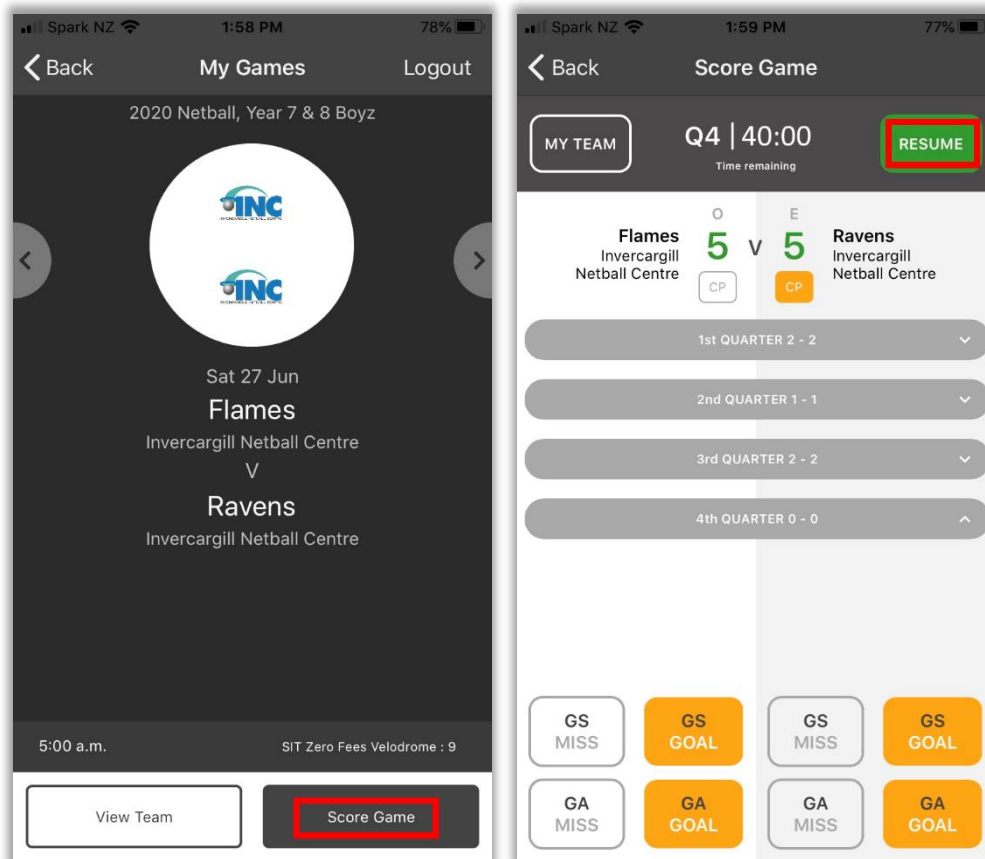
Tap on **Edit Team** and swipe across or tap player to remove.



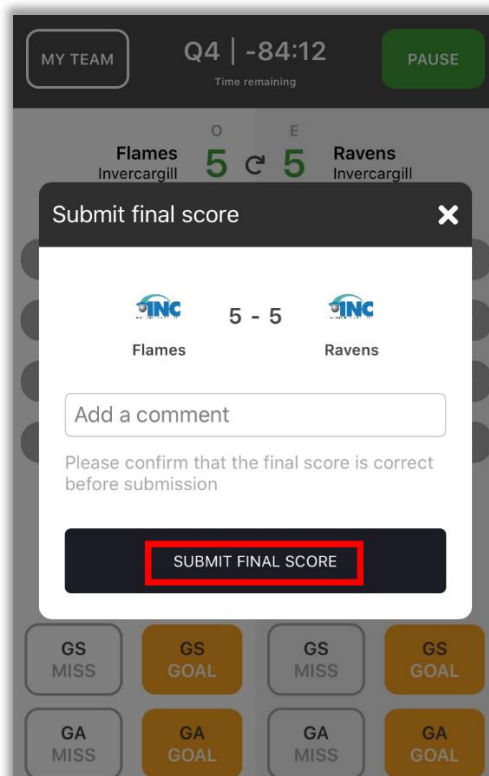
You will see the number of players adjusted. Tap on **Submit Team** then tap on **Back**.



Tap on **Score Game** then tap on **Resume** and **Pause**.



Tap on **SUBMIT FINAL SCORE**.

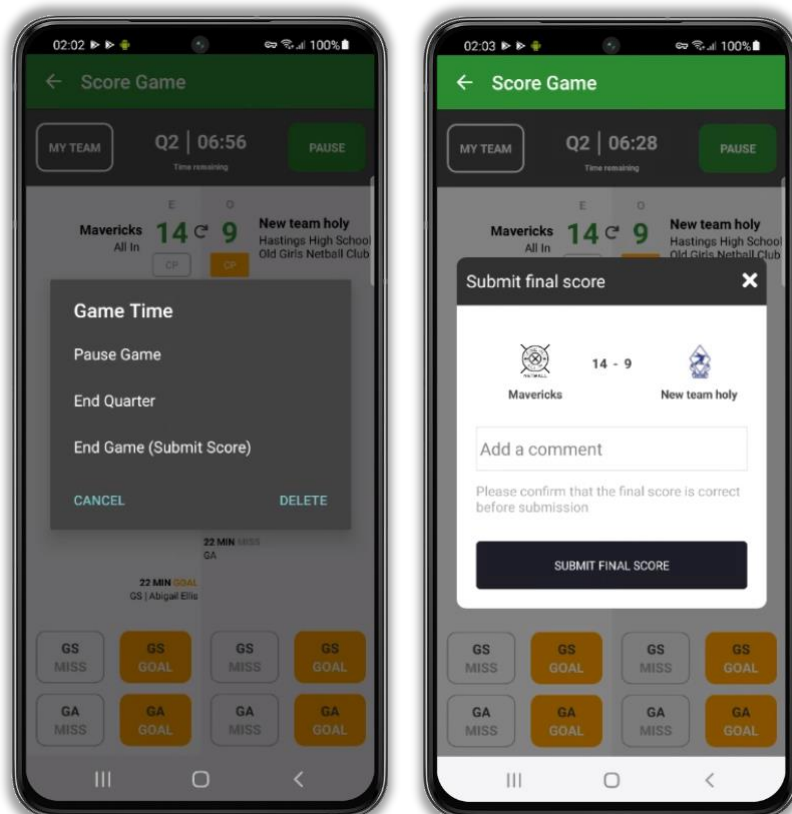


Submitting Score

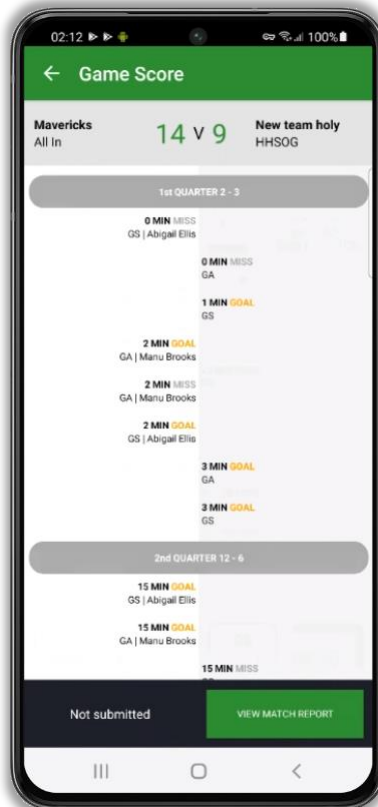
To stop or pause the timer, tap **Pause**. When you are in the final period of your game, this gives you options to pause the game, delete your scoring altogether or to submit your score after full time.

When you select **End Game (Submit Score)**, you are given the opportunity to add a comment to your Match Report that will be submitted to the Centre. When you are done adding a comment, tap **SUBMIT FINAL SCORE**.

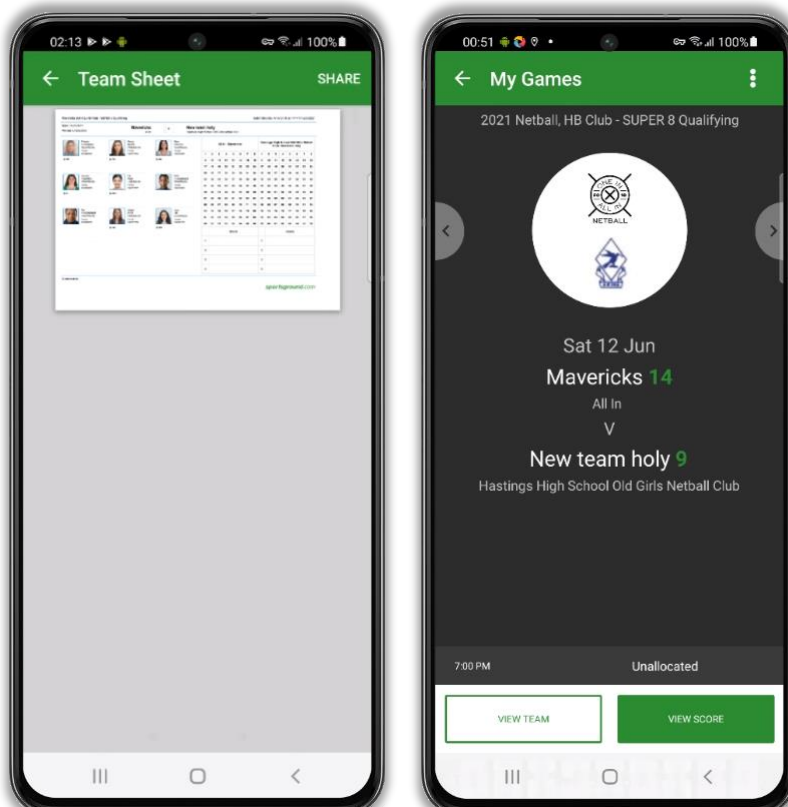
If you submit a comment at the end of the game, this is visible to the Centre only, not the opposing team.



You will be returned to the **Game Score** screen.



You can tap **View Match Report** to see a completed PDF of your match report for the game. The final score will be displayed against the game in your playlist.

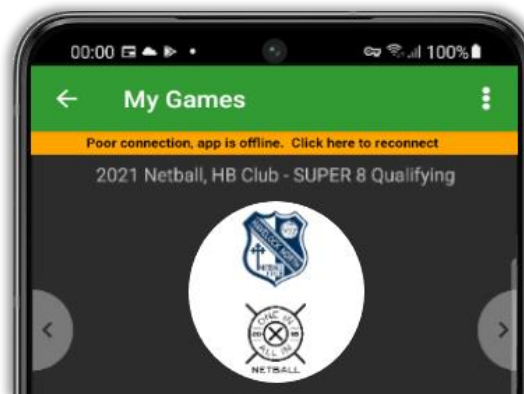


App Connectivity

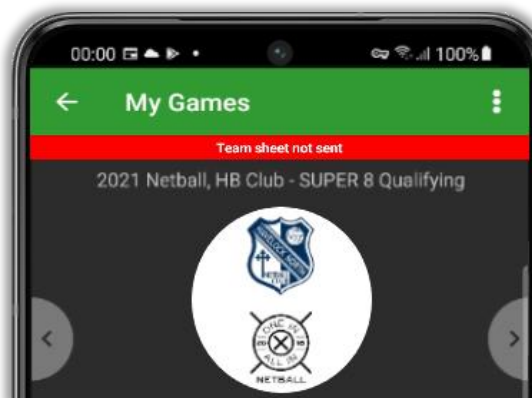
Loading for the first time. When you login to the app for the first time, please ensure your phone is connected to the internet (either WiFi or data network). The app will download all your relevant game information the first time you login, including the details of players in the grade for your team and two grades above/below your grade. This may take a minute or two, depending on the total number of players.

Working offline. The app has been built to work offline. However, if you intend using the app without internet connection it is recommended that you launch the app while online before the game to sync in any recently updated game information.

When the app is open and you have little to no connection, you will see a bar with a message: **Poor connection, app is offline. Click here to reconnect.**

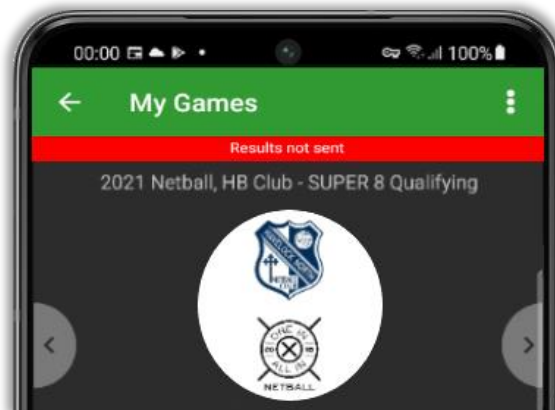


Note that you will be unable to select players from other squads or see the opposition team sheet whilst offline and if you try to submit a teamsheet, you will see the message: **Team sheet not been sent.**



To reattempt to send the teamsheet, you will need to close and reopen the app and click on the **Officials** icon.

On a similar note, when you try to submit your score when offline, the message will read: **Results not sent.**



When you are back online, close and reopen the app and click on the **Officials** icon to submit your score.