

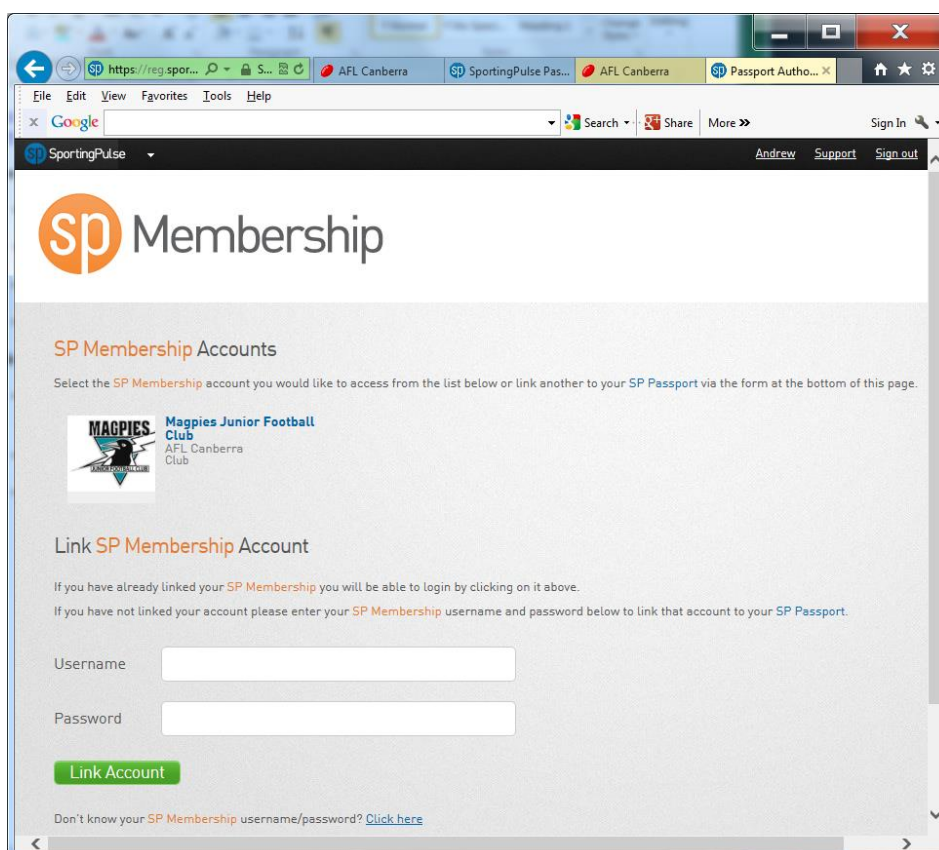
INSTRUCTIONS FOR FOOTYWEB

Creating a Sports TG Passport

- You will only need to do this once, Go to: <http://www.sportstg.com.au/>
- Click on the **Register** button
- Fill in the details and then click on **Create my Passport**
- To sign in use the email address and the password you have just created.

Linking to Magpies Juniors

- To link to the Magpies Juniors Database go to **Link Membership Account** section and enter the **Username** and **Password** provided
- Click on **Link Account**
- **You may need to contact the club to authorise you.**
- From now the Magpies Juniors account should appear after you logon to SP Passport.



Print out team sheet/enter Results etc

<http://www.sportstg.com.au/login>

1. Input your user name and password
2. Under 'Logins" click on "Results and Live Entry Scoring"
3. On the next screen, click on your team icon eg: Magpies U13

Match List

1. Set appropriate filters based on, date range, season, club, competition name and venue.

Display Matches
Use the filters below to list the desired matches.

Show matches commencing on (dd/mm/yyyy): Season Venue Name

and concluding on (dd/mm/yyyy): Clubs Competition Name

2. Press the Show Matches button to display matches involving your club teams at the current login level.

For example if the login is club level and the club has three teams competing in various competitions than the list will show matches involving any of the three teams. If the login level is for one of the teams, only matches involving that team will be displayed in the match list.
3. Choose the options for a match by clicking on either Pre-Game, At Game and Post Game, button on the line of the corresponding match.

Pre-Game

The Pre-Game section is used to setup team lists for the match and print team sheets.

1. Click the + button corresponding with players on the **Available Players** list to register in the match on the **Selected Players** list
2. Click the – button corresponding with players on the **Selected Players** list to remove from the match

Available Players

Filter	
Allmark, Joshua Dean	<input type="checkbox"/>
Alosta, Niyazi	<input type="checkbox"/>

Selected Players

Name	No.	
Ault, Jonathon	<input type="text" value="3"/>	<input type="checkbox"/>
Cameron, Lucas	<input type="text" value="7"/>	<input type="checkbox"/>
Dunke, Obinna	<input type="text" value="11"/>	<input type="checkbox"/>

3. Selected Players lists can also be selected by using the **Autoselect Players** option

Autoselect Players

- No Auto Select
- Players who played last week
- Players registered to this team

4. Update jumper numbers by typing a number into the **No.** column of the **Selected Players** list (to set up default jumper numbers see section on **Default Jumper Numbers**)
5. Click on the **Save** button under the **Selected Players** list to update
6. Print a Team Sheet using the **Single Team – Team Sheet** button
7. Print 2 copies of the Team Sheet (three if you want to keep a record)

NOTE: Players included on the Selected Players list once the match has been finalized will be credited with a match in their player statistics. It is important to ensure that the Selected Players list reflects accurately to players that actually played in the match.

IF A PLAYER DOES NOT PLAY GO BACK INTO THIS TAB WHEN DOING POST MATCH AND REMOVE THEM FROM THE LIST.

Default Jumper Numbers

Player numbers can be pre-loaded so that player numbers will automatically update when they are included on the **Selected Players** list in team selection

1. Choose the **Edit Club Default Player Number** option from the menu of the Tools button

2. Complete the corresponding details then click the **Assign Number** button

Player:

Player Number:

Player Positions:

3. Saved numbers can be removed by clicking on the **Remove** button next to the corresponding player
4. The club list can be cleared by clicking the **Clear Club Defaults** button located at the bottom of the page

At-Game

The **At-Game section** is used to enter progressive scores of a match.

1. Enter current match **Goals** and **Behinds** in the boxes for the corresponding time of the match
2. Press the **Update Progressive Scores** button to update online

NOTE: This is a progressive score. Once the match is complete, scores must be confirmed in Post-Game

Tigers

Quarter 1 Goals	<input type="text" value="3"/>
Quarter 1 Behinds	<input type="text" value="2"/>
Quarter 2 Goals	<input type="text" value="3"/>
Quarter 2 Behinds	<input type="text" value="7"/>
Quarter 3 Goals	<input type="text"/>
Quarter 3 Behinds	<input type="text"/>
Full Time Goals	<input type="text"/>
Full Time Behinds	<input type="text"/>
Full Time Total Points	<input type="text"/>

Saints

Quarter 1 Goals	<input type="text" value="0"/>
Quarter 1 Behinds	<input type="text" value="2"/>
Quarter 2 Goals	<input type="text" value="4"/>
Quarter 2 Behinds	<input type="text" value="5"/>
Quarter 3 Goals	<input type="text"/>
Quarter 3 Behinds	<input type="text"/>
Full Time Goals	<input type="text"/>
Full Time Behinds	<input type="text"/>
Full Time Total Points	<input type="text"/>

UPDATE PROGRESSIVE SCORES

Post-Game

The Post-Game section is used to update final match scores and stats such as player goals and best players

1. Choose the **Final Match Scores** tab
2. Enter final match **Goals** and **Behinds** in the boxes
3. Press the **Update Match Scores** button to save

Tigers

Full Time Goals	<input type="text"/>
Full Time Behinds	<input type="text"/>
Full Time Total Points	<input type="text"/>

Saints

Full Time Goals	<input type="text"/>
Full Time Behinds	<input type="text"/>
Full Time Total Points	<input type="text"/>

UPDATE MATCH SCORES

1. Choose the tab corresponding to the Magpies to update player stats such as goals and best players
2. Enter player stats into the corresponding box next to the player name
3. Press the **Update Player Scores** button to save

NOTE: Available player stats may change according to the stats configuration set by the league

Centrals

UPDATE PLAYER SCORES

Name	Player Number	Goals	Bests
Bagley, Steven	14	<input type="text" value="0"/>	<input type="text" value="0"/>
Boatwright, Zac	22	<input type="text" value="1"/>	<input type="text" value="0"/>
Cooper, Sam	3	<input type="text" value="1"/>	<input type="text" value="0"/>
Fish, Troy	12	<input type="text" value="2"/>	<input type="text" value="3"/>
Hansen, Anthony	10	<input type="text" value="2"/>	<input type="text" value="0"/>

Submitting Paperwork

Please bring paperwork to the container at YOUR NEXT TRAINING NIGHT. There is a box there where these are kept and collected up by Nicole.

Paperwork required:

1. Votes (3 voting slips) in a sealed in a separate labelled envelope
2. Team sheets and any other paperwork provided by the Umpires sealed in separate labelled envelope