

# BDSFA CompMan SP MatchSheets Smart Phone Version User Guide – 2019 version

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## COMPMAN IMATCHSHEETS

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4TH MARCH 2019

BLACKTOWN DISTRICT SOCCER FOOTBALL ASSOCIATION INCORPORATED

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## 1. Overview

The SP Matchsheets – Smart phone version enables Club Officials and Referees to record match data in real time using smart phones. The main functionality is as follows:

- Preparing and submitting teams' Match Sheets electronically
- Recording Match Results as well as other match statistics such as
  - o Score
  - o Goal scorers
  - o Most Valuable Player points
  - o Yellow/red cards
  - o Referee names
  - o Team officials

## 2. User Access

The Club will create user accounts for all managers with the following details:

- First and last name
- Mobile number
- Email address
- The team manager will be restricted to accessing his/her team/s only.

 A team official must be registered with at least one team in iCompMan to receive access.

### 3. User Log-in

Open your smartphone internet browser, e.g. Safari.

Navigate to <http://www.icompm.com.au/iCompMan>

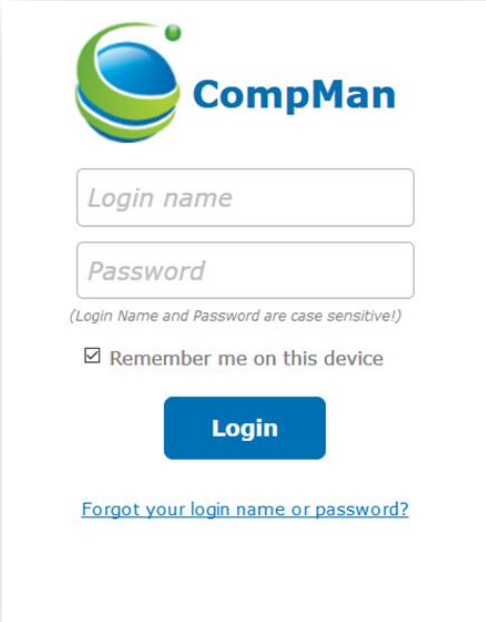
The iCompMan Login screen is as shown in Figure 1.

The **Remember me** option, if selected, will store (in your browser) a 'cookie' with your last login data and you will not have to enter it again next time you load the login page. This will not work should you have turned off the browser option to accept cookies.

Enter your **Login name** and **password**.





Click the "Login" button.

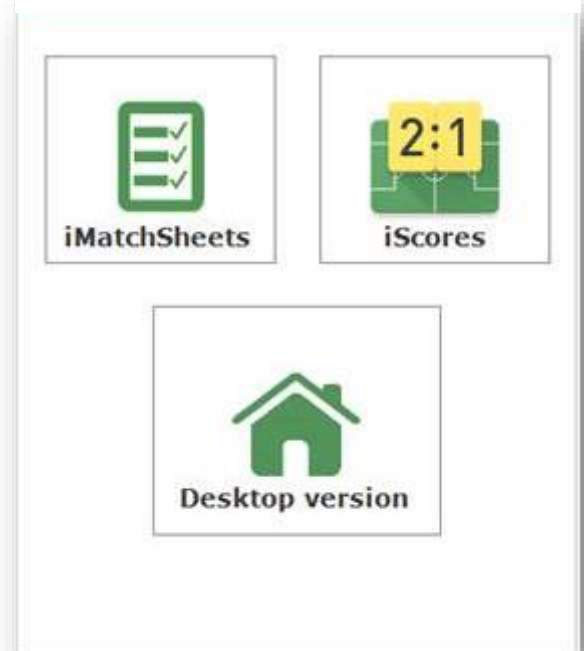
Figure 1 iCompMan Login Screen

The login screen features the iCompMan logo at the top, which consists of a stylized green and blue sphere next to the text 'CompMan'. Below the logo are two input fields: 'Login name' and 'Password'. A note below these fields states '(Login Name and Password are case sensitive!)'. There is a checkbox labeled 'Remember me on this device'. A blue 'Login' button is positioned below the checkbox. At the bottom, there is a link that says 'Forgot your login name or password?'.

Once logged in, you will see the iCompMan Home Screen of Figure 2.

Figure 2 iCompMan Home Screen

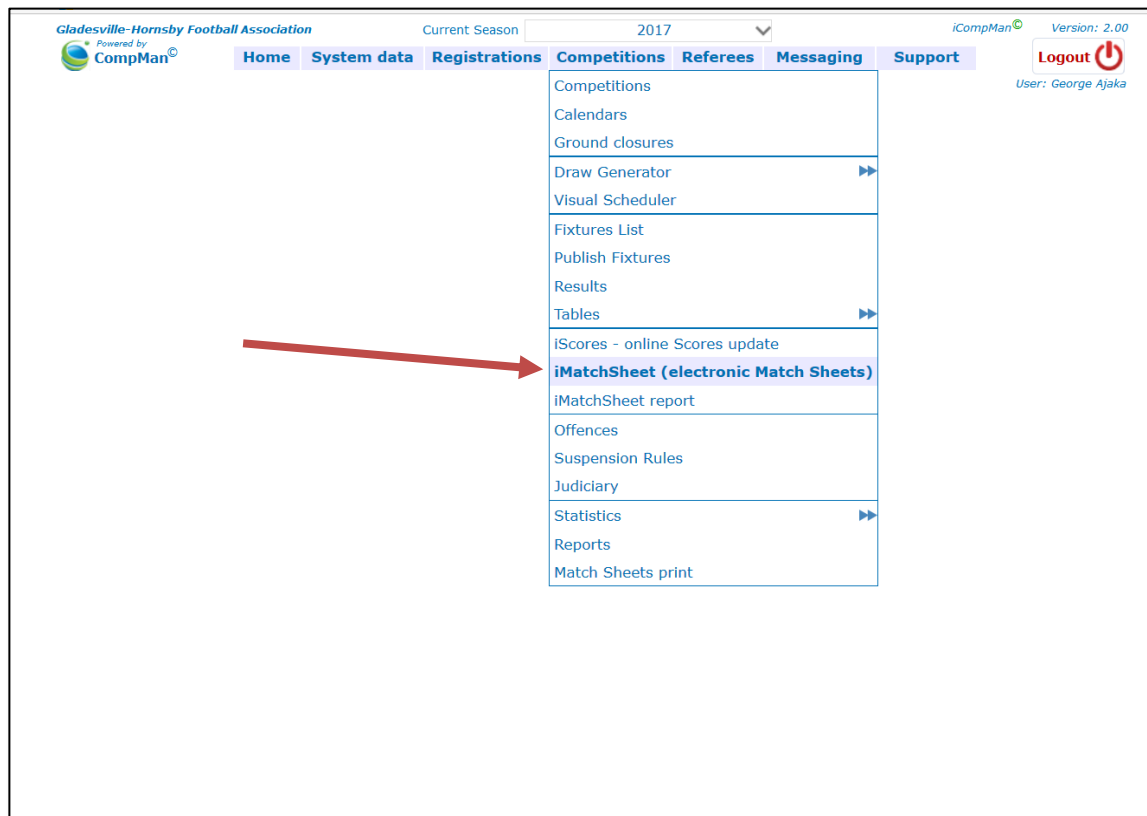
-  Select **iMatchsheets** to begin iCompMan smartphone version.
-  The **iScores** selection is not released yet. BDSFA will advise when this available.
-  iCompMan **Desktop version**
  -  Do not select the **Desktop version** if using a Smartphone. The Desktop version is intended for use on full screen browsers only. Using the Desktop version on a Smartphone may produce unexpected results.



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Note that e-teamsheets can be accessed on a PC or tablet as well, but you will see the screen as below when you have logged in.

To access, select Competitions/iMatchsheet (electronic Match Sheets)

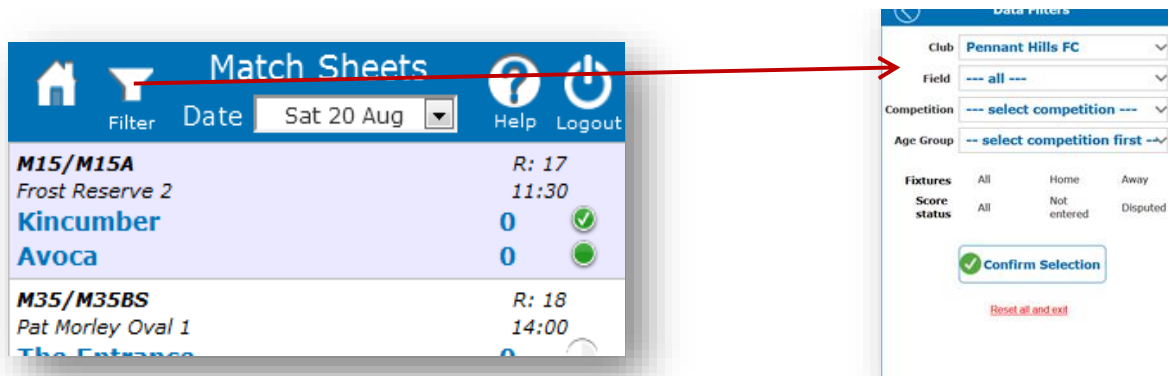


## 4. Match Sheets List

The Match Sheets page displays fixtures for the selected date, see Figure 3. The program defaults to the current date. Users can choose a different date by clicking on the drop-down list, but it will only provide fixtures 1 day in the past (unless they are locked – this will be explained below), and for the next 2 days prior to the match.

A Club member login gives access only to that Club's fixtures. Your Club may have also restricted your access to your team only – this is based on the iCompMan team/s that you are registered in as a team official.

Figure 3 SP Matchsheets Home Page showing main buttons and the Data Filter Option



The **Home** button on the top left will return the User to the iCompMan Home Screen of Figure 2.



The **Filter** button allows users to select fixtures for a specific field/competition/Age group or Home/Away games only, see Figure 3.



The **Help** button will provide general iCompMan help information (not this document).



The **Logout** button on the top right will return the user to the iCompMan Login screen as shown in Figure 1.

For each fixture in the Match Sheet list, see Figure 4, the home team is shown as the upper of the two teams. Icons on the right of each fixture, as shown in Figure 4, indicate the status of that fixture's match sheet.

## 5. Prepare Match Sheet Prior to the Match Kick-Off (Team Officials)

### A. Selecting Registered Team Players

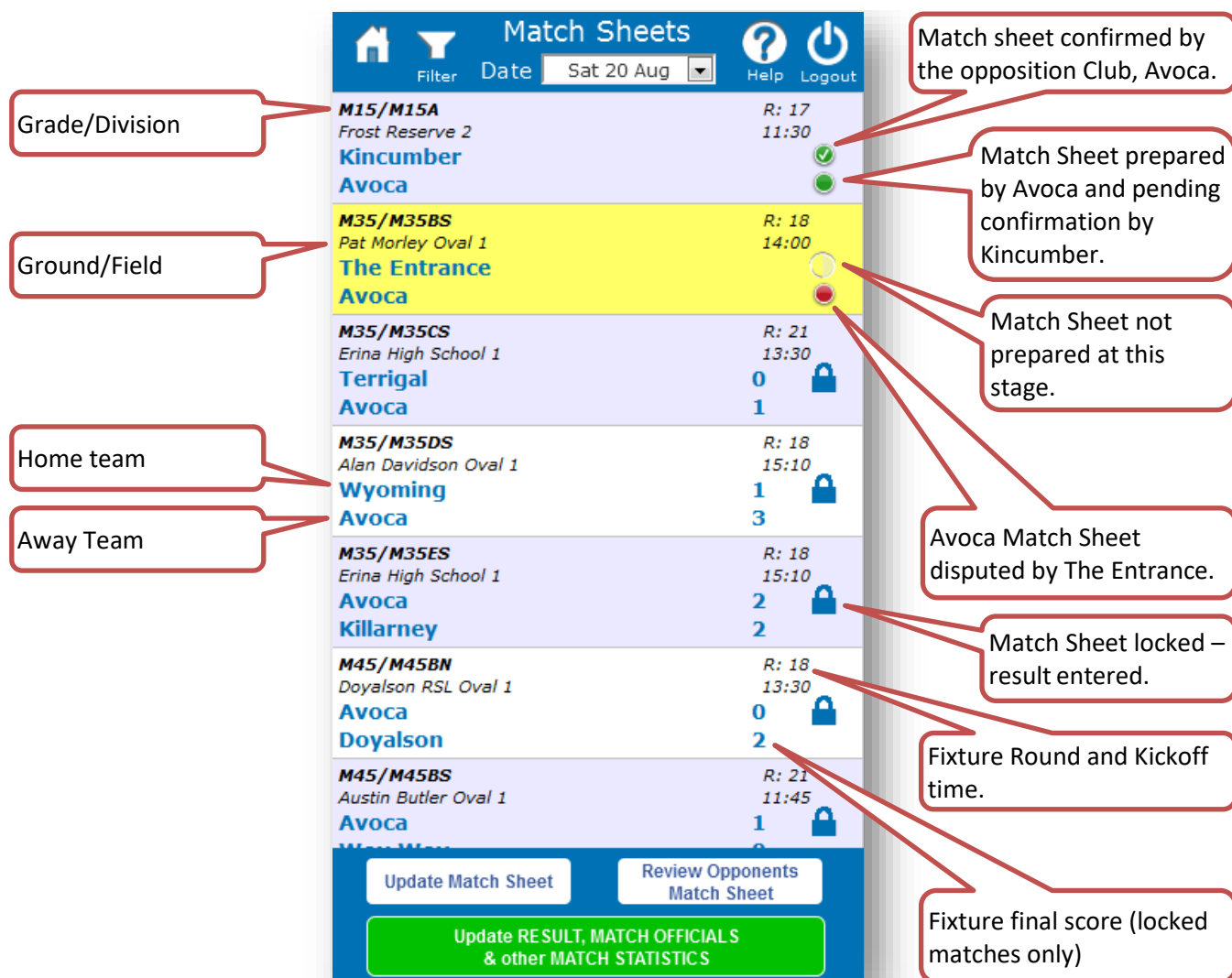
With the Match Sheets list of Figure 4 displayed, select the required fixture to be updated by clicking on it. It will be highlighted in yellow background when selected.

Click on the **Update Match Sheet** button to update/edit the Match Sheet for the highlighted fixture.

The **My Team** page allows selecting players who will play. It also enables to borrow players from other teams in your club. Regular players are listed in order by names whilst 'borrowed' players will be added to the bottom of the list with the "BP" flag. You need to ensure the borrowed players are eligible to play as the system will not check this automatically.

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Figure 4 iMatchSheet Home Page showing Fixtures List



Players registered to the team appear and need to be ticked if they are playing, see Figure 5. Use the **Select All** button to tick all players listed. The **Select None** button can be used to clear all the ticks if you need to start again.

Enter a shirt number for each player that is playing in the fixture, see Figure 5. Shirt numbers for players who are not playing do not need to be deleted. Shirt numbers will be rolled over from week to week and will be automatically entered by the iCompMan system if you have setup shirt numbers in the full CompMan system. Contact your Club Registrar for the how to get shirt numbers automatically allocated to your players.

If you are filling in for the registered Team Official, add your name to the **Team Official** box, see Figure 5.

### B. Add a Borrowed Player

If you are using a player from another team within your Club (an “upgraded” player), then you need to add that player to the Match Sheet using the “Borrowed Player” functionality.

Click on the **Add Player** button to add a player from another team to the Match Sheet, see Figure 6.

Figure 5 My Team Page

The screenshot shows the 'My Team' page with the following details:

- Back** button at the top left.
- My Team** title at the top center.
- AG/Div: M15/M15A** and **Team: Avoca** displayed in a yellow bar.
- A table with columns: **Play** (checkbox), **Player** (name and ID), and **Shirt** (number).
- Players listed:
  - ☒ 54682505 **Langlar, Baxter** (Shirt: 9)
  - ☒ 54627104 **LITTLE, BAYLEIGH** (Shirt: 13)
  - ☒ 54681242 **Martin, Nicholas** (Shirt: 2)
  - ☒ 54680749 **Pepper, Jack** (Shirt: 3)
  - ☒ 54766290 **Peters, Zachary** (Shirt: 7)
  - ☒ 54770052 **Sutton, Callum** (Shirt: 14)
  - ☒ 54771506 **Walker, Benjamin** (Shirt: 11)
- Team Official** input field.
- Select All** and **Select None** buttons.
- Total Players: 14** and **(Borrowed players: 0)**.
- Add Player** button.
- MatchSheet status** section with radio buttons:
  - ☐ Pending - not complete yet
  - ☒ Complete - opposition team can review my Team Sheet
- Confirmation by opposing team is pending.** (in red text)
- 176567** (ID number)
- Save your MatchSheet** (green button) and **Cancel** (red button) at the bottom.

Callouts from the image:

- "Tick if player is playing in the game" points to the 'Play' checkbox.
- "Add shirt number" points to the 'Shirt' input field.
- "Add Team Official name" points to the 'Team Official' input field.
- "Click to add a player" points to the 'Add Player' button.

Use the **Surname/Reg. No.** search field to find the required player.

**⚠** The eligibility of borrowed players may not be validated by iCompMan for some competitions. Therefore, the user needs to ensure the borrowed player is eligible to play.

When the required player is found, click on the player to select. The player should be highlighted in yellow. The click on **Confirm Selected Player**, to return to the **My Team** page, see Figure 5. The borrowed player should be shown at the end of the team list with the flag "BP" next to it.

Ensure that the player is indicated as playing in the game, and that a unique shirt number is indicated, as per Figure 5.

## C. Submit the Match Sheet for Review by the Opposition Team Manager

If you are preparing the Match Sheet well ahead of the fixture kick-off, you can save your changes as "Pending" allowing you to finalise the Match Sheet just prior to kick-off. In this case, click the "Pending" item in the **Match Sheet Status** box, then click **Save Your Match Sheet**. This will save your changes without submitting the Match Sheet to the opposition Manager for review. You can

then return to the Match Sheet prior to Kick-off and finalise the entries with any late changes if needed.

When the Match Sheet is completed and ready for review, click the “Complete” item in the **Match Sheet Status** box, then click **Save Your Match Sheet**. This will change the status of the Match Sheet to make it visible to the opposition Manager for review.

### D. Review Opponents Match Sheet

Match Sheets are to be confirmed by Opposition Team Officials prior to the fixture kick-off.

- ⚠ A Match Sheet cannot be reviewed/confirmed by the opposition team until you have completed and submitted your Match Sheet as per Section C Submit the Match Sheet for Review.

You must review the Opposition’s Match Sheet as soon as possible after they have submitted their Match Sheet, as indicated by the solid green icon next to the Opposition team’s name on the **Match Sheets** page of Figure 4.

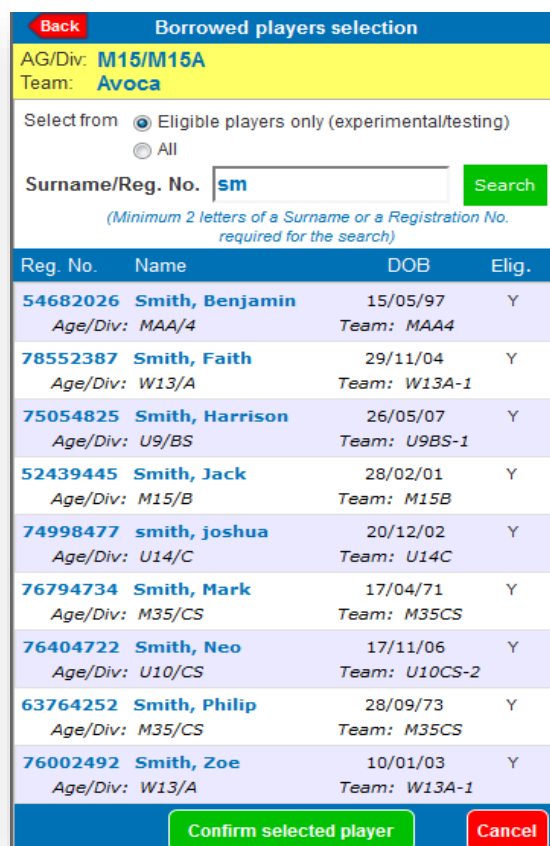
Click on the **Review Opposition Match Sheet** button on the bottom of the **Match Sheets** page of Figure 4. Review the Oppositions team information.

If acceptable, tick the **Confirmed – this Match Sheet is in Order** selection, see Figure 7, then click the **Confirm** button to return to the **Match Sheets** page.

If there is information that is not acceptable, and you wish to raise a formal “dispute”, then tick the **Disputed** selection, see Figure 7. A reason for the Dispute will be requested and must be entered, then click the **Confirm** button to return to the **Match Sheets** page.

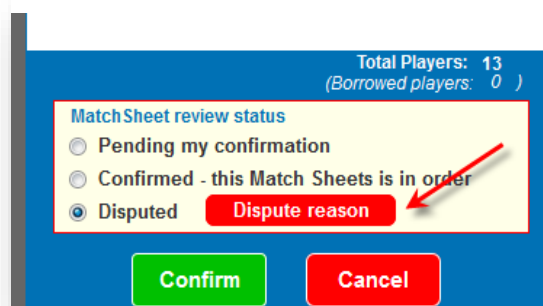
Disputed Match Sheets will be reviewed by the BDSFA Office subsequent to the match completion.

Figure 6 Borrowed Players Selection Page



Reg. No.	Name	DOB	Elig.
54682026	Smith, Benjamin	15/05/97	Y
Age/Div: MAA/4 Team: MAA4			
78552387	Smith, Faith	29/11/04	Y
Age/Div: W13/A Team: W13A-1			
75054825	Smith, Harrison	26/05/07	Y
Age/Div: U9/BS Team: U9BS-1			
52439445	Smith, Jack	28/02/01	Y
Age/Div: M15/B Team: M15B			
74998477	smith, joshua	20/12/02	Y
Age/Div: U14/C Team: U14C			
76794734	Smith, Mark	17/04/71	Y
Age/Div: M35/CS Team: M35CS			
76404722	Smith, Neo	17/11/06	Y
Age/Div: U10/CS Team: U10CS-2			
63764252	Smith, Philip	28/09/73	Y
Age/Div: M35/CS Team: M35CS			
76002492	Smith, Zoe	10/01/03	Y
Age/Div: W13/A Team: W13A-1			

Figure 7 Match Sheet Review Status





## 6. Post-match Update of Results and Match Statistics (Team Officials)

### A. Update Results, Match Officials and other Match Statistics

Club Officials, at the completion of the match, are required to update:

- Match Status – played, abandoned, postponed
- Ground Condition (optional)
- Match comments (optional)
- Scores
- Unofficial referee (if no referee appointed)

From the **Home Page**, Figure 3, highlight the fixture to be updated (yellow background), then click on the **Update RESULT, MATCH OFFICIALS and other MATCH STATISTICS** button at the bottom of the screen to navigate to the **Match Results & Statistics** page, see Figure 8.

1) Select the Match Status & details drop down

2) Select the appropriate **Match Status**:

**Played** – the fixture was completed normally

**Abandoned** – the fixture was commenced (kick-off) but was abandoned at some point during the match before final whistle.

**Postponed** – the fixture was abandoned before kick-off, e.g. by the Club withdrawing the ground due to heavy rain.

*If you select Abandoned or Postponed, you will be prompted for more details.* If the fixture was **Abandoned**, enter the reason, time it was abandoned and score at the time it was abandoned.

If the fixture was **Played**, enter the full-time score. Do not enter scores if the fixture was **Postponed** or **Forfeited**.

3) If the fixture was forfeited by either team, indicate which team has forfeited (**Home team** or **Away team**). Note that the home team is the team upper of the two team's names.

4) The BCRB appointed Match Referee will enter the **Match Officials** under '**Referees and Officials**'. If there was no BCRB appointed Match Referee, then you must tick the **Club Referee** box, see figures 8b. If there is no BCRB

appointed **Main Referee**, but there is one or more BCRB appointed Assistant Referee's, those Assistant Referees shall enter their names in the appropriate **Match Officials** entry, but the **No Referee** box should still be ticked. Note that the **Match Official** fields are drop down lists and not free text fields. BDSFA fixtures do use a **Match Day Supervisor**, please insert a name.

Figure 8 Match Results & Statistics Page

⚠ Ensure you select when you have completed your entries

See Figure 8a and 8b

**Save**

below for the various screens

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Figure 8a Match Status & Details drop-down menus

**Match Results & Statistics**  
Entry by: BDSFA-TRIAL

Date/Time: Sat 01 Jul 09:55 R: 12  
Field: Glendenning 3  
AG/Div: 09/Dolphins

**Match Status & details** ^

☒ Played ☐ Abandoned ☐ Postponed

Ball brand   
Ground condition   
☐ Defibrillator available

**Home team** **Away team**

Team on the field on time  
☒ Yes ☒ Yes  
☐ No ☐ No  
☐ N/A ☐ N/A

IDs checked ☐ ☐

Match Comments [→](#)

**Referees & Officials** v

☐ Reset result **Result**

Doonside Hawks Dolphins   
Kings Langley Dolphins

☐ Forfeit Win on penalties ☐

**Save**

**Statistics**

Match Sheets status: ☒ Pending ☒ Pending

Yellow/Red cards: 0 0 0 0

**Update Cards, Player Statistics, submit Referee Report**

**Match Status & details** ^

☒ Played ☐ Abandoned ☐ Postponed

Ball brand   
Ground condition   
☐ Defibrillator available

**Home team** **Away team**

Team on the field on time  
☒ Yes ☒ Yes  
☐ No ☐ No  
☐ N/A ☐ N/A

IDs checked ☐ ☐

Match Comments [→](#)

**Referees & Officials** ^

Match Day Supervisor   
Home team official   
Away team official   
☐ No Referee

Main Ref:  X  
Assistant 1:  X  
Assistant 2:  X  
4th Official:  X

**Abandoned match details**

Reason ( max. 100 characters)

Minute when the match was stopped

Score when the match was stopped  
**Home team** **Away team**

Player details [→](#)

**Confirm** **Cancel**

**Match Results & Statistics**  
Entry by: GHFA

Date/Time: Sat 27 May 11:30 R: 8  
Field: Ruddock Park No. 1  
AG/Div: 11/Gold

**Match Status & details** v

**Referees & Officials** v

**Result**

Thornleigh SC   
Eastwood St Andrews AFC

☒ Forfeit Win on penalties ☐

☐ Home team forfeit  
☐ Away team forfeit

**Save**

**Statistics**

Match Sheets status: ☒ Pending ☒ Pending

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Figure 8b Referee & Club referee drop-down menus

The image displays two side-by-side screenshots of the BDSFA CompMan SP MatchSheets app interface. Both screenshots show the 'Match Results & Statistics' screen for a match on Saturday 09 Mar at 16:00 at Blacktown Football Park 1, AG/Div: PL-1/1. The 'Referees & Officials' section is expanded. In the left screenshot, the 'Club/Unofficial Referee' checkbox is unchecked. In the right screenshot, the checkbox is checked, and the 'Unofficial Referee' dropdown menu is open, showing 'Mickey Mouse' as the selected name. Red arrows point to the 'Referees & Officials' header and the 'Club/Unofficial Referee' checkbox in both screenshots.

If you have a Club Referee officiating the match click on the Referee's & Officials and the tick Club/Unofficial Referee and they then enter their details.

### B. Update Match Players List

If your team has a player arrive late to the match who was nominated as a player prior to the match (registered team player or borrowed player), or one of the nominated team players did not take part in the match, e.g. unused substitute, then your Team List should be updated immediately after the completion of the game (or at half-time if in the first half).

- 1) Advise the appointed Referee that you will be updating the Team List.
- 2) Request the Opposition Manager to release your Team List:
  - To do this, the Opposition Manager needs to select "Review Opposition Match Sheet" and change the status to "Pending My Confirmation"
- ⚠ If you are requested by the Opposition Manager to release their Team List, please do so promptly. You will be able to review and confirm their changes later.
- 3) Follow the instructions of Section 5 to update your team list and submit the team list for review by the Opposition Team Official. Let the Opposition Team Official know as soon as you have submitted your revised team list for review.
- ⚠ When advised by the Opposition Manager that they have submitted their revised Team List for review, please review and confirm promptly.

## B. Update Match Statistics

The SP Matchsheets system has the ability to record several match statistics such as goal scorers and Most Valuable Player (MVP) points. BDSFA requires that the Match Result only is updated by Team Officials, except where:

- no appointed Referee is present, requiring Caution and Send-off codes to be entered by Team Officials
- Any other comments as required.

Click on the **Update Cards, Player Statistics, submit Referee Report** button to navigate to the **Match Statistics** page, see Figure 10.

- For each Premier League player that needs updating for goals scored, Most Valuable Player (MVP) points or Caution or Send-Off codes, the player needs to be added to this list.
- For each player that receives a Caution or Send-off codes this must be added to the list.
- Select the player to be added from the team list and enter statistics.
- Click on Confirm to return to the **Match Statistics** page.
- Click the **Add Player** button to add more players, see Figure 10, and repeat b).
- Click the **Update Player** button to change details for players who have been added, see Figure 11.
- Repeat for the remaining players that need to be updated.
- If there was no BCRB appointed Referee for the fixture, update the Caution and Send-Off codes for the **Offences** field. For BDSFA fixtures, use the standard Caution codes Y1, Y2 – Y7 and the standard Send-Off codes R1, R2 -R7 only. For Send-Off codes only, enter the **Minute of the game, Referees distance to the incident** and the **Description of the offence/report**. Please include a contact number for the referee in case the GPT needs to contact them for more information.
- The **2<sup>nd</sup> Offence** tab should not be used. In the case of two cautions, an R7 should be selected under **1<sup>st</sup> Offence** only.
- Click the **Confirm** button to return to the **Match Statistics** page.
- In case of an error, a player can be removed by selecting the red cross next to the player's name.
- When all required players have been updated, click the **Confirm** button to save the Player statistics update and return to the **Match Results & Statistics** page, see Figure 8.

The figure shows two screenshots of a mobile application. The top screenshot is the 'Player statistics' form for Corey Chandler. It includes fields for Name, Registration Number (82880758), Shirt number, Goals scored (0), and Player of the match points (0). There is a checkbox for 'Player injured' and a text area for 'Injury details'. Below this are tabs for '1st Offence' and '2nd Offence', with the 1st Offence currently selected. The 1st Offence field contains 'BD - Suspended as a result of a Board Decision'. There is also a 'Referee's Report' section with fields for 'Minute of the game', 'Referees distance to the incident' (in metres), and a radio button for 'Was the referee's view of the offence impeded?' (set to 'No'). A 'Referee report' text area is also present. At the bottom are 'Confirm' and 'Cancel' buttons. The bottom screenshot is the 'Match Statistics' screen, showing a list of players with a 'remove' button next to each name. At the bottom are 'Add Player' and 'Update Player' buttons.

Figure 10 Player

If a user is authorized to update only some of the data, a message to this effect is displayed.



This message will be displayed every time the “Update Result ...” function is requested by the user. Users can disable the message by ticking the “Do not show this message again” option. In such cases a ‘Warning’ icon is displayed in the page header and by clicking on it users can display the message details again.



## 7. Referee Update of Results and Match Statistics (Appointed Match Officials)

BCRB appointed Match Officials (Referees) are not responsible for reviewing or confirming team player lists or assessing player eligibility, these are the sole responsibility of the respective Team Officials.

BCRB appointed Match Officials are responsible for updating:

- i) Entering the **Referee, Assistant Referees** and **Fourth Official** when present.
  - ii) The match outcome of **Played, Abandoned** or **Postponed**, including **Ground condition** where appropriate.
  - iii) If played or abandoned, the **Match Result** including **Score**, either the full-time score or the score at the time the match was abandoned.
  - iv) Recording players that were Cautioned or were Sent-off for a Second Cautionable offence.
  - v) If the ground dressing was not acceptable, or any other administrative information for BCRB, to be entered into the **Comments** section.
- ⚠ BDSFA require that all Send-off reports, except for Second Cautionable Offences are reported using the BDSFA on-line reporting system.
- ⚠ Any match incidents, except simple administrative issues for BDSFA as above, should be reported using the BDSFA on-line reporting system.

### A. Match Selection

- a) Login to the SP Matchsheets system on your smartphone as per Section 3.
- b) Select the Match Sheet view as per Section 4
- c) With the Match Sheets list of Figure 4 displayed, select the required fixture to be updated by clicking on it. It will be highlighted in yellow background when selected.
- d) Click on the **Update Match Sheet** button to update/edit the Match Sheet for the highlighted fixture, as per Figure 8.

### B. Match Result

- a) Select the appropriate **Match Status** in the **Match Status & Details** drop down:
  - Played** – the fixture was completed normally
  - Abandoned** – the fixture was commenced (kick-off) but was abandoned at some point during the match before final whistle.
  - Postponed** – the fixture was abandoned before kick-off, e.g. by the Club withdrawing the ground due to heavy rain.
- b) If the fixture was forfeited by either team, indicate which team has forfeited (**Home team** or **Away team**). Note that the home team is the team upper of the two team's names.
- c) If the fixture was **Played**, both teams must enter the full-time score.
- d) If the fixture was **Abandoned**, enter the score at the time it was abandoned.
- e) Do not enter scores if the fixture was **Postponed** or **Forfeited**.

### C. Match Officials

- a) Select the names of the officials in the appropriate **Match Officials** entry under the **Referees & Officials** dropdown for each Match Official present. The **Match Official** fields are drop down lists and not free text fields. The drop-down lists will display the Referee names, but the SP Matchsheets fields will display only the BCRB ID Number when selected.
- b) **Match Day Supervisor**, please place a name.



- c) Once the **Match Result** and **Match Officials** have been entered, click on the **Save Match Result** button to save the entries.

### D. Player Cautions

- a) To update the Caution or Send-Off codes for a player, from the **Home Page**, Figure 3, highlight the fixture to be updated (yellow background), then click on the **Update RESULT, MATCH OFFICIALS and other MATCH STATISTICS** button at the bottom of the screen to navigate to the **Match Results & Statistics** page, see Figure 8.
  - b) Click the **Update Cards, Player Statistics, submit Referee Report** button to navigate to the **Player Statistics** page, see Figure 11.
  - c) For BDSFA fixtures, use the standard Caution codes Y1, Y2 – Y7 and the standard Send-Off codes R7 only. Do not enter any other data. The normal BDSFA on-line reports will need to be made in addition to this report for Send-Off Codes R1-R6, or for incident reports.
  - d) The **2<sup>nd</sup> Offence** tab should not be used. In the case of two cautions, an R7 should be selected under **1<sup>st</sup> Offence** only.
  - e) Click the **Confirm** button to return to the **Match Statistics** page.
  - f) Repeat for the remaining players that need to be updated.
  - g) In case of an error, a player can be removed by selecting the red cross next to the player's name.
  - h) When all required players have been updated, click the **Confirm** button to save the player statistics update and return to the **Match Results & Statistics** page, see Figure 8.
- 2) To complete the **Match Results & Statistics** update, click the **Save Match Result** button to navigate back to the **Match Sheets Home** page, see Figure 4.

## 8. FREQUENTLY ASKED QUESTIONS

### 1. HOW DO I CHANGE MY PASSWORD.

Contact the BDSFA office

### 2. I HAVE FORGOTTEN MY LOGIN NAME OR PASSWORD.

At the iCompMan login screen, click on **Forgot my Login Name or password** and follow the directions.

### 3. MY LOGIN NAME AND PASSWORD DON'T WORK

The login page requires your login name, password and the captcha text to be all correct. Check that you entered the captcha text properly (it is case sensitive). The login screen will create a new captcha text when reloaded.

If you still can't login, please contact your Club representative to confirm your login details.

### 4. I CAN LOGIN, BUT IT DOESN'T SHOW MY TEAM

Visibility to teams is based on the access type requested by your Club. To view your team you must be registered in CompMan as a team official for that team.

Your team may not have a fixture in the current window period. Please check your teams fixture list.

Please contact your Club representative to confirm your login details.

### 5. MY SMARTPHONE HAS NO BATTERY CHARGE LEFT

You can login to iCompMan from any smartphone with internet access. Please borrow a phone from a team member or parent and login to iCompMan from that phone.

This applies to all circumstances where a team official does not have access to a smartphone, e.g. forgotten, lost, stolen, damaged, out-of-credit etc

### 6. OUR TEAM MANAGER DID NOT SHOW UP AT THE MATCH

There are many reasons that a team manager may not show up at your fixture. It is recommended that at least two team officials are registered in iCompMan as users for each team to cater for this situation.

Please contact your Club representative to obtain the login details for your team's manager. Ensure that you enter your name in the **Team Official** field of the My Team page to record who entered the data.

### 7. I MARKED A PLAYER AS PLAYING, BUT THEY DID NOT ARRIVE OR TAKE THE FIELD.

Once your team list for the match has been confirmed by the Opposition manager, you cannot go back in and untick the playing status of the player unless the Opposition Team Official releases



your team list.

At the end of the match (or at any other time prior with the agreement of the Opposition Team Official, e.g. half time, or when a late player arrives), ask them to release your team list for editing. You can then follow the normal instructions to update the team list information and re-submit for the Opposition Team Official to review and confirm.

If you require updating of the team list after the match, speak to the Match Official immediately after the match to let them know that you are updating the team list (this is so they do not submit the Match Result and lock all changes to the matchsheet prior to your update).

If the Official Referee is unavailable immediately following the match, or for any other reason the player status cannot be updated, contact your Club Representative as soon as possible and have them immediately advise the BDSFA Office.

### **8. A BORROWED PLAYER ARRIVED LATE, HOW DO I ENTER THEM INTO THE TEAM LIST.**

Please see FAQ 7

### **9. THE OPPOSITION TEAM CAN'T COMPLETE AND SUBMIT THEIR TEAM LIST.**

This is not your fault, but please offer assistance to the opposition's team official if possible.

You should complete your own team list and submit as normal.

Paper teamsheets can be also be used as a backup option

### **10. DO I HAVE TO FILL IN THE GOALS SCORERS AND MVP POINTS**

These fields are not mandatory, however, your Club may wish you to use these fields for their monitoring purposes, e.g. season trophies etc.

Note that if this is required, it must be done prior to the Match Official locking the fixture.

It is important that you do not delay the finalisation of the Match Sheet waiting for goal scorer or MVP information.

### **11. Match Sheets**

As a back up please save your Match Sheets as a PDF in case the system crashes.