WRFL USER MANUAL
(AS AT MARCH, 2009)

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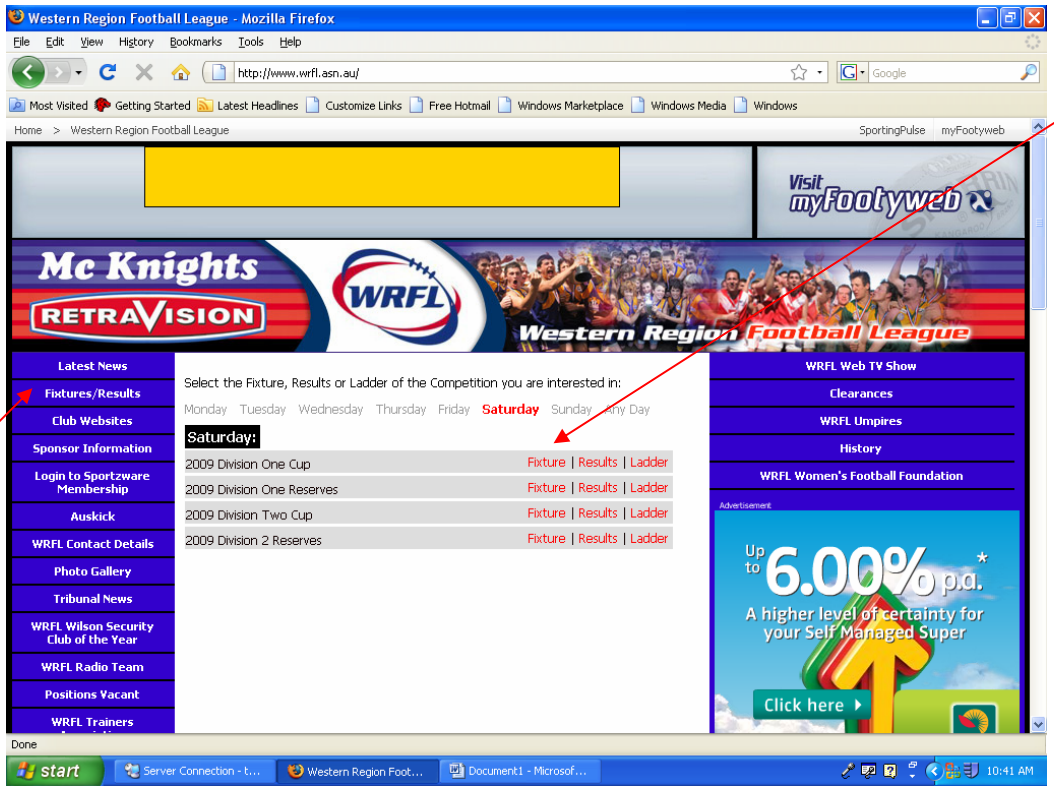
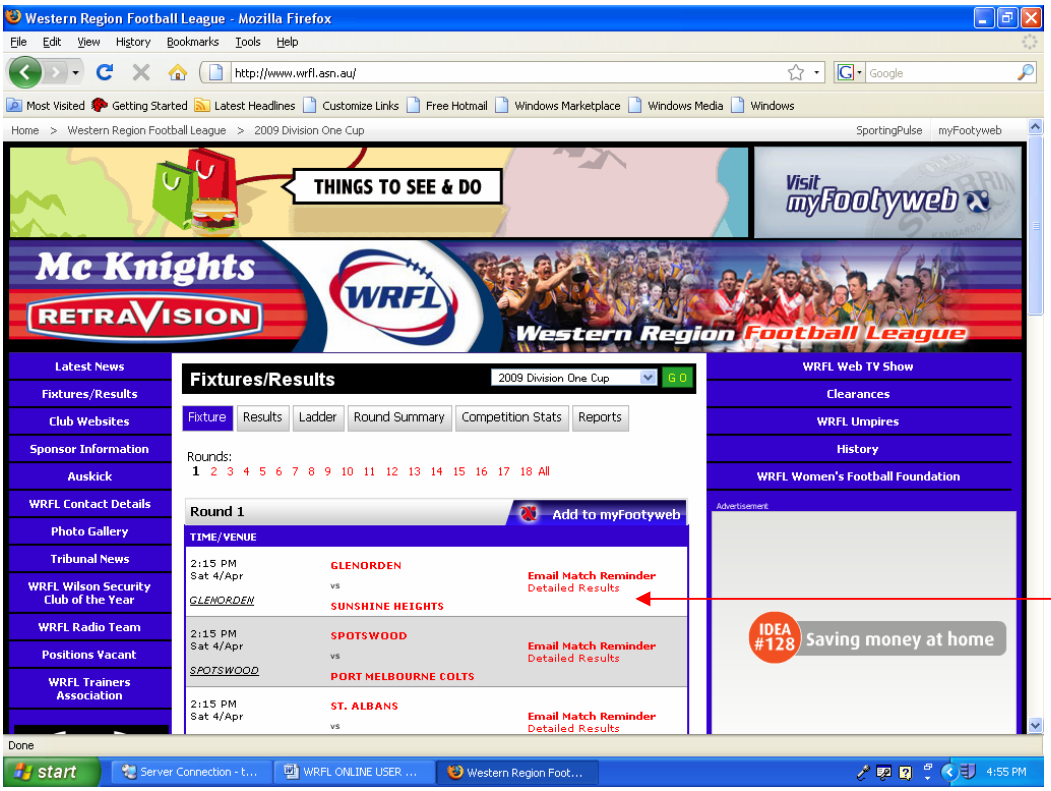
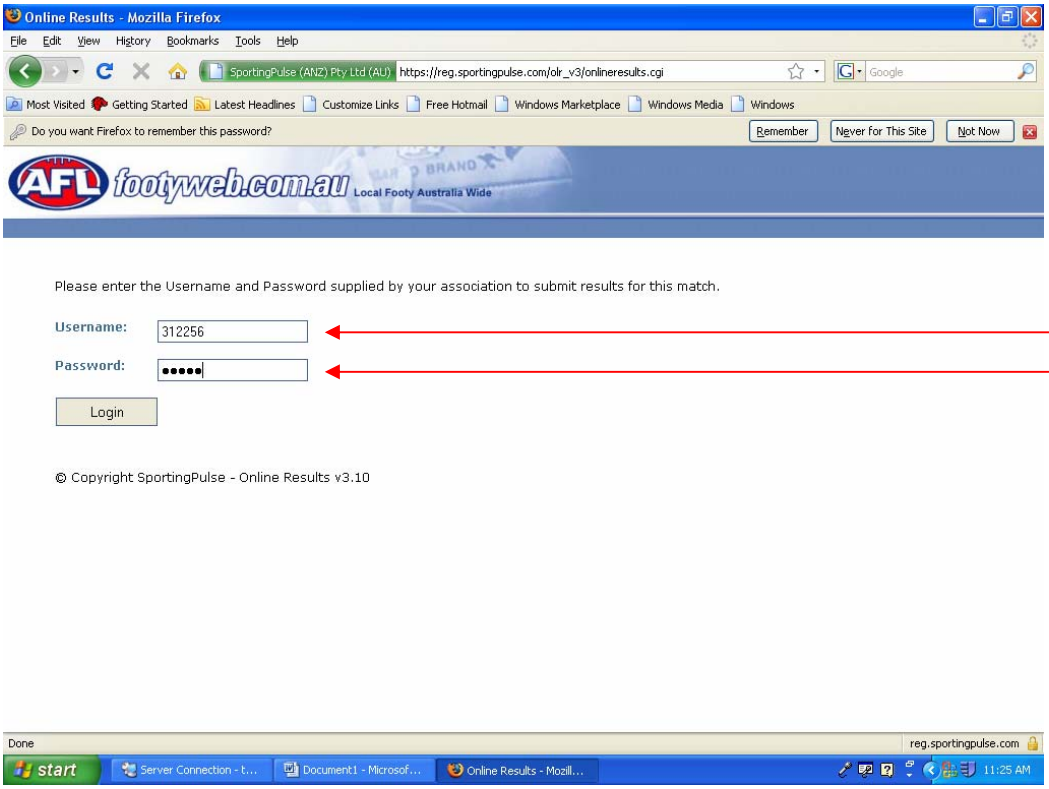
To log into your match, go to the WRFL website (www.wrfl.asn.au) and click on Fixtures/Results. Click on "Fixtures" next to the appropriate grade:-



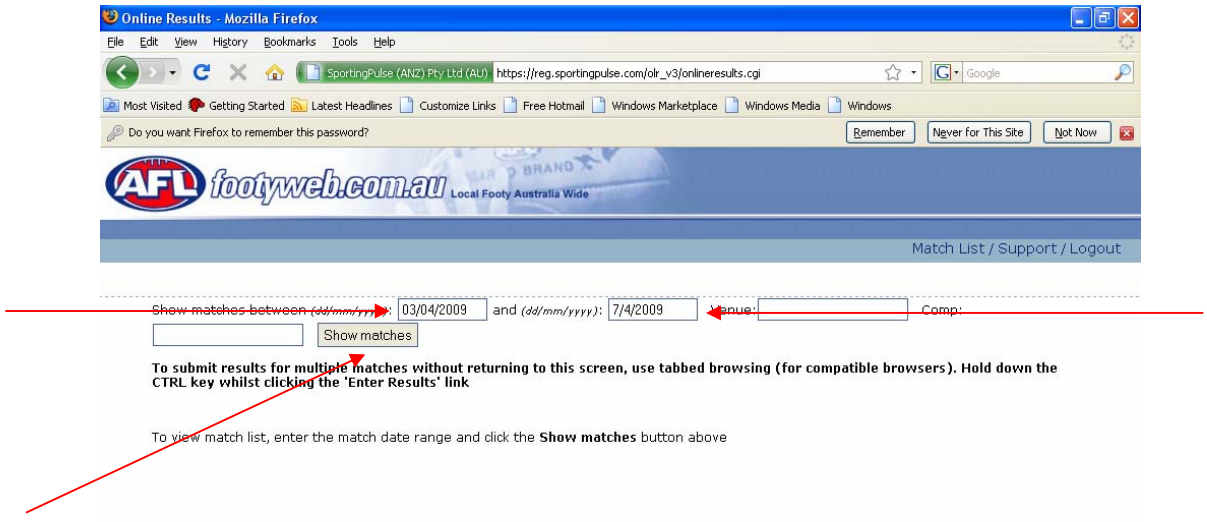
Click on "Enter Results" next to the appropriate match:-

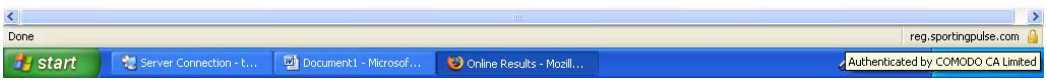


Enter your Username and Password and click “Login”:-

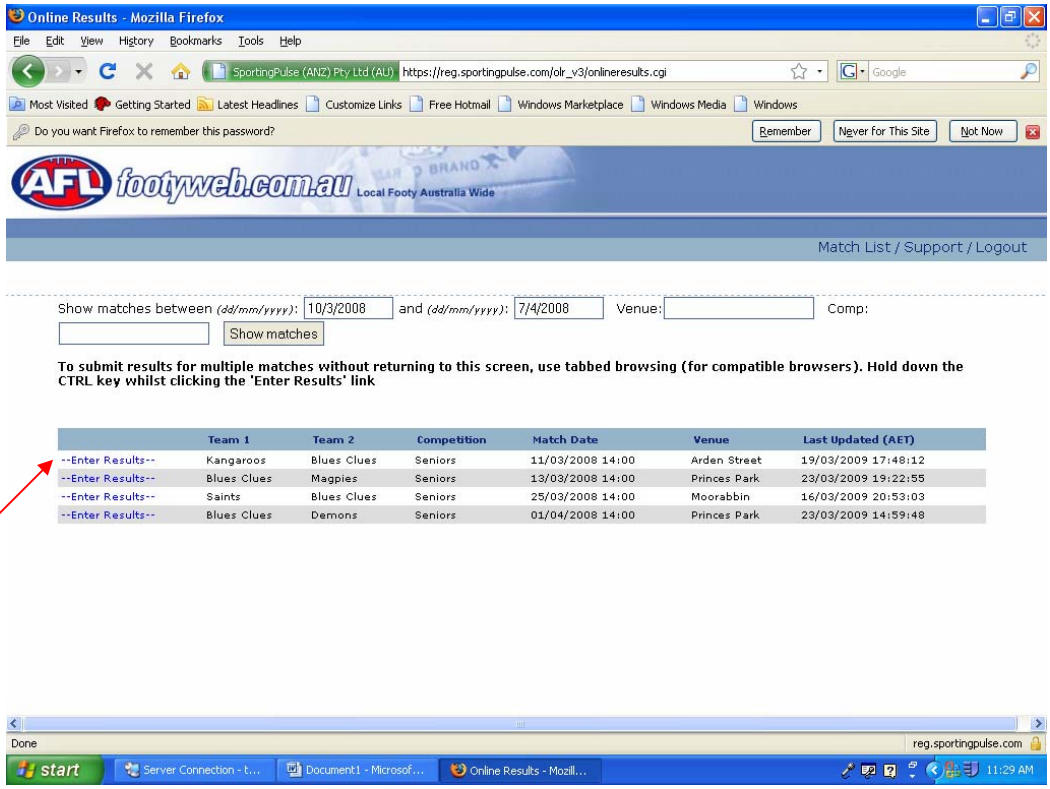


To select the appropriate game, enter the date range of the round of matches, the click “Show Matches”:-

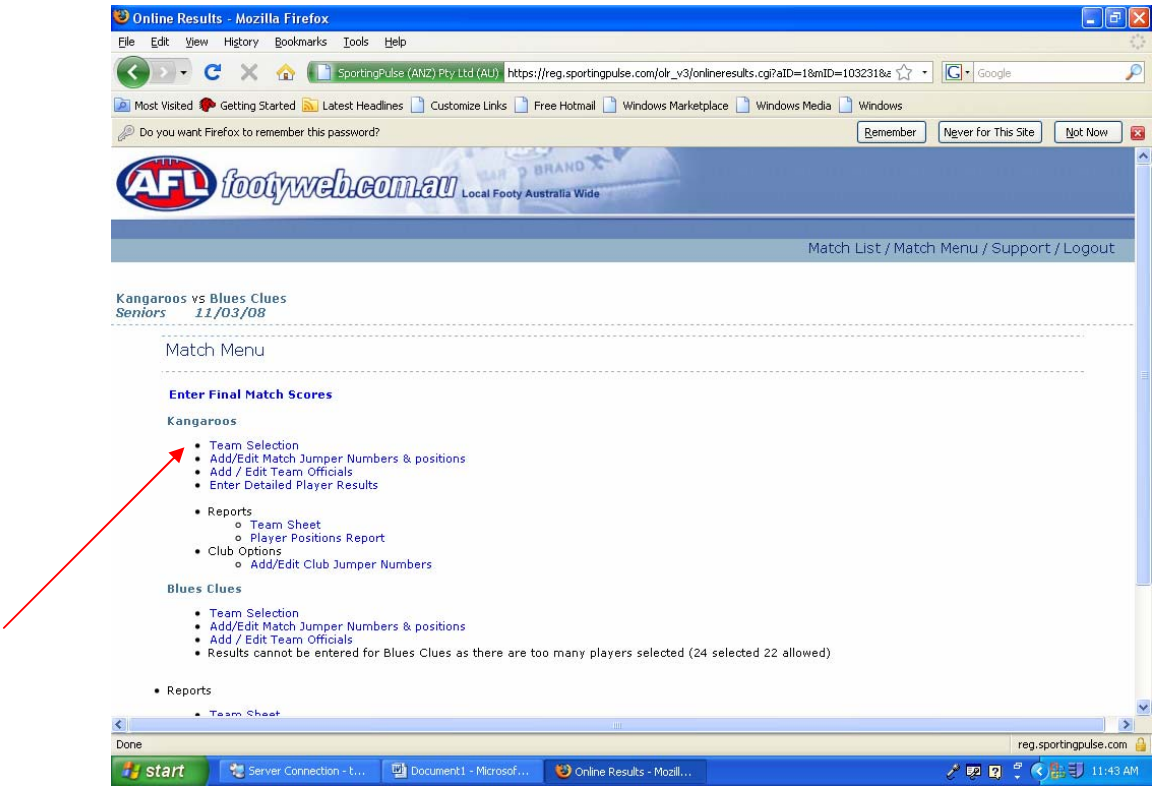




Click on “Enter Results” next to the appropriate match:-



Click on “Team Selection” under your team section:-



For Round 1, you will need to add all players to the match (applicable to that match).

For all matches after Round 1, you can load players from the previous match and either add or remove players.

To add players to a game, either double click on a name from the “Available Players” list on the left hand side of the page, or highlight a name and click “Add”.

To remove players from a game, either double click on name from the “Selected Players” list on the right hand side of the page, or highlight a name and click “Remove”.

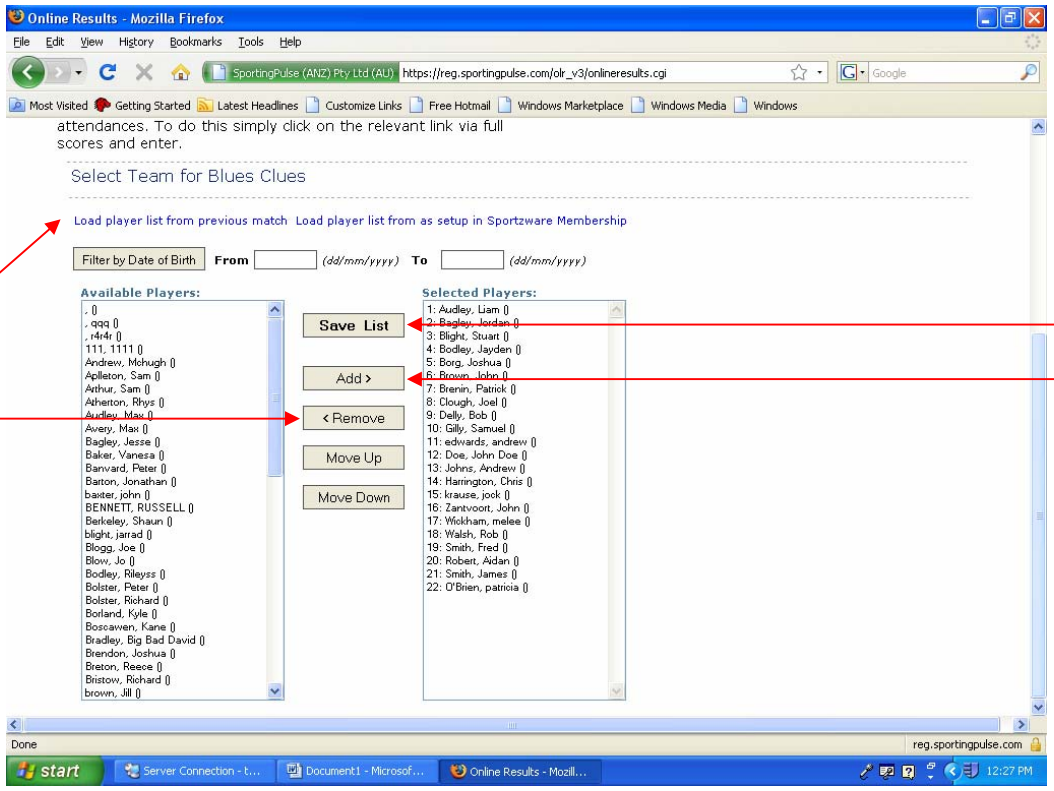
To load players from your previous match, click on “Load Player List From Previous Match”.

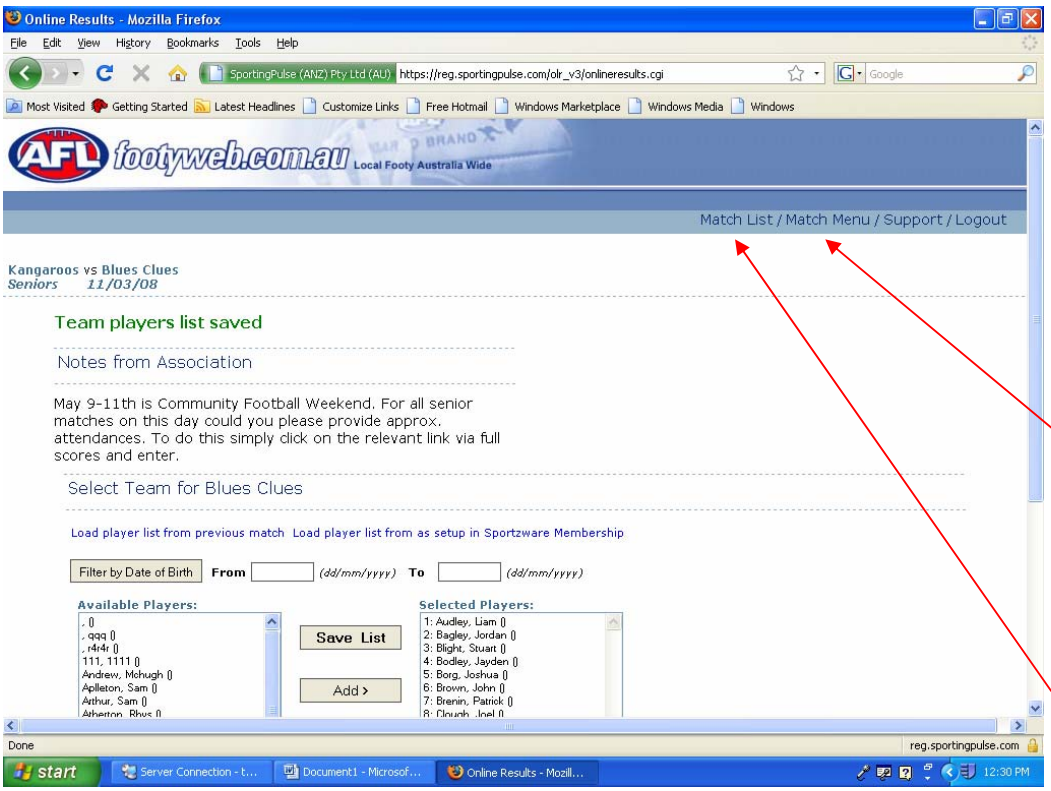
Once the “Selected Players” have been finalised, click on “Save List”.

To return to the match list to enter into a different game, click on “Match List” at the top, right hand side of the page.

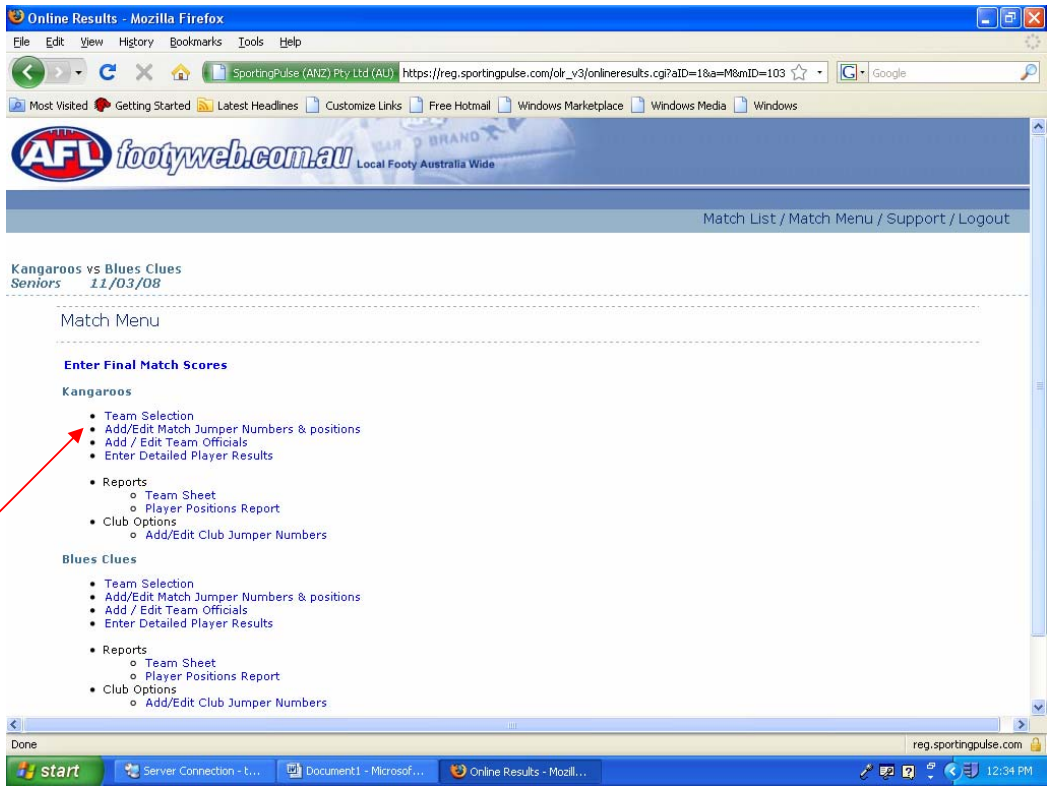
To return to the match menu for the current game, click on “Match Menu” at the top, right hand side of the page.

Note: players suspended by the league Tribunal will not be located under the “Available Players” box until they have served their suspension.

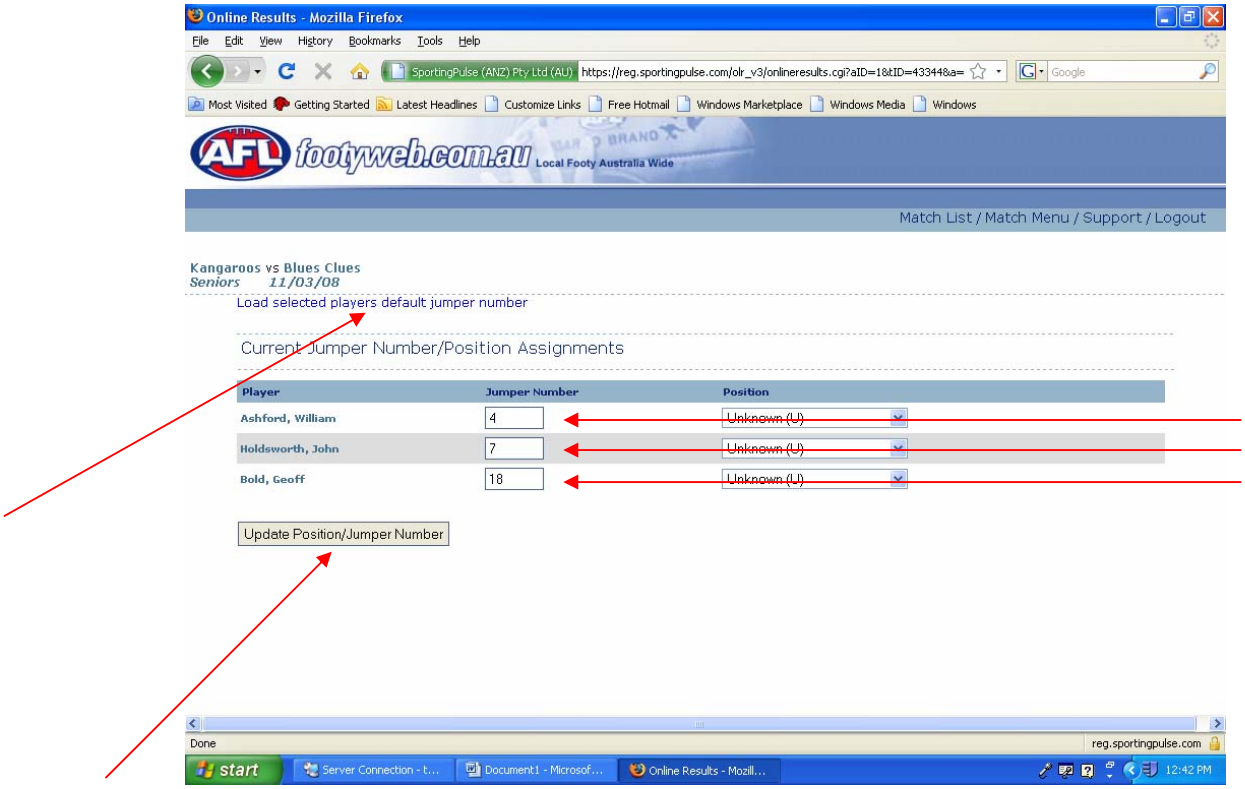

Online Results - Mozilla Firefox
File Edit View History Bookmarks Tools Help
https://reg.sportingpulse.com/olr_v3/onlineresults.cgi
attendances. To do this simply click on the relevant link via full scores and enter.
Select Team for Blues Clues
Load player list from previous match Load player list from as setup in Sportzware Membership
Filter by Date of Birth From (dd/mm/yyyy) To (dd/mm/yyyy)
Available Players:
Selected Players:
Save List
Add >
< Remove
Move Up
Move Down
1: Audley, Liam ()
2: Bagley, Jordan ()
3: Blight, Stuart ()
4: Bodley, Jayden ()
5: Borg, Joshua ()
6: Brown, John ()
7: Brenin, Patrick ()
8: Clough, Joel ()
9: Delly, Bob ()
10: Gilly, Samuel ()
11: edwards, andrew ()
12: Doe, John Doe ()
13: Johns, Andrew ()
14: Harrington, Chris ()
15: krause, jook ()
16: Zantvoort, John ()
17: Wickham, melee ()
18: Walsh, Rob ()
19: Smith, Fred ()
20: Robert, Aidan ()
21: Smith, James ()
22: O'Brien, patricia ()
Done
reg.sportingpulse.com
start
12:27 PM


Online Results - Mozilla Firefox
footyweb.com.au Local Footy Australia Wide
Match List / Match Menu / Support / Logout
Kangaroos vs Blues Clues
Seniors 11/03/08
Team players list saved
Notes from Association
May 9-11th is Community Football Weekend. For all senior matches on this day could you please provide approx. attendances. To do this simply click on the relevant link via full scores and enter.
Select Team for Blues Clues
Load player list from previous match Load player list from as setup in Sportzware Membership
Filter by Date of Birth From (dd/mm/yyyy) To (dd/mm/yyyy)
Available Players:
Selected Players:
Save List
Add >
Done
reg.sportingpulse.com
start
12:30 PM

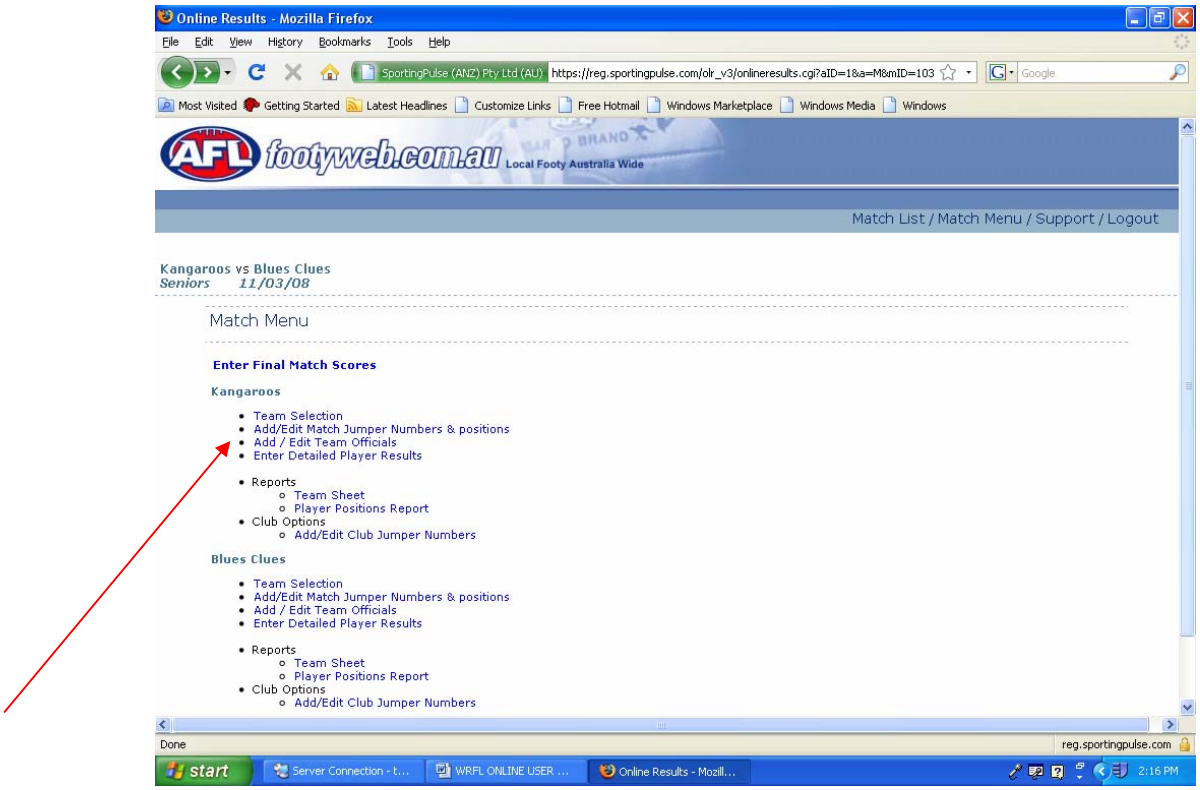
To assign a jumper number to each player, click on “Add/Edit Match Jumper Numbers & Positions”:-



Type in the players jumper number in the box next to their name. If jumper numbers are the same as previous weeks, click “Load Selected Players Default Jumper Number”. Positions do not need to be entered. Click on “Update Position/Jumper Number” when completed.



To enter coaches and match day staff, click on “Add/Edit Team Officials”:-



In Round 1, you will need to add all officials to the match.

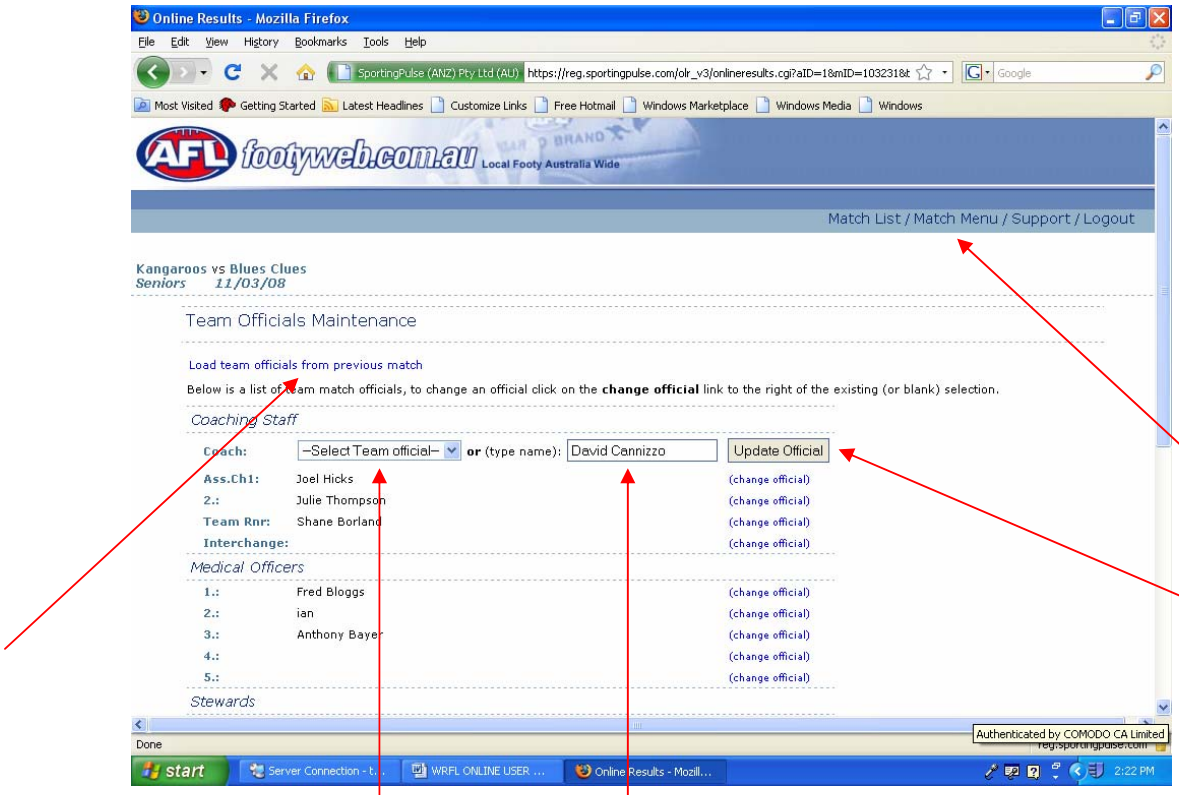
For all matches after Round 1, you can load officials from the previous match and make changes where necessary.

To add or change an official, click on “Change Official”, then select an official from the dropdown box (will list members from your Sportzware Members Database) or type the officials name in the blank box. Click on “Update Official” when selected or typed.

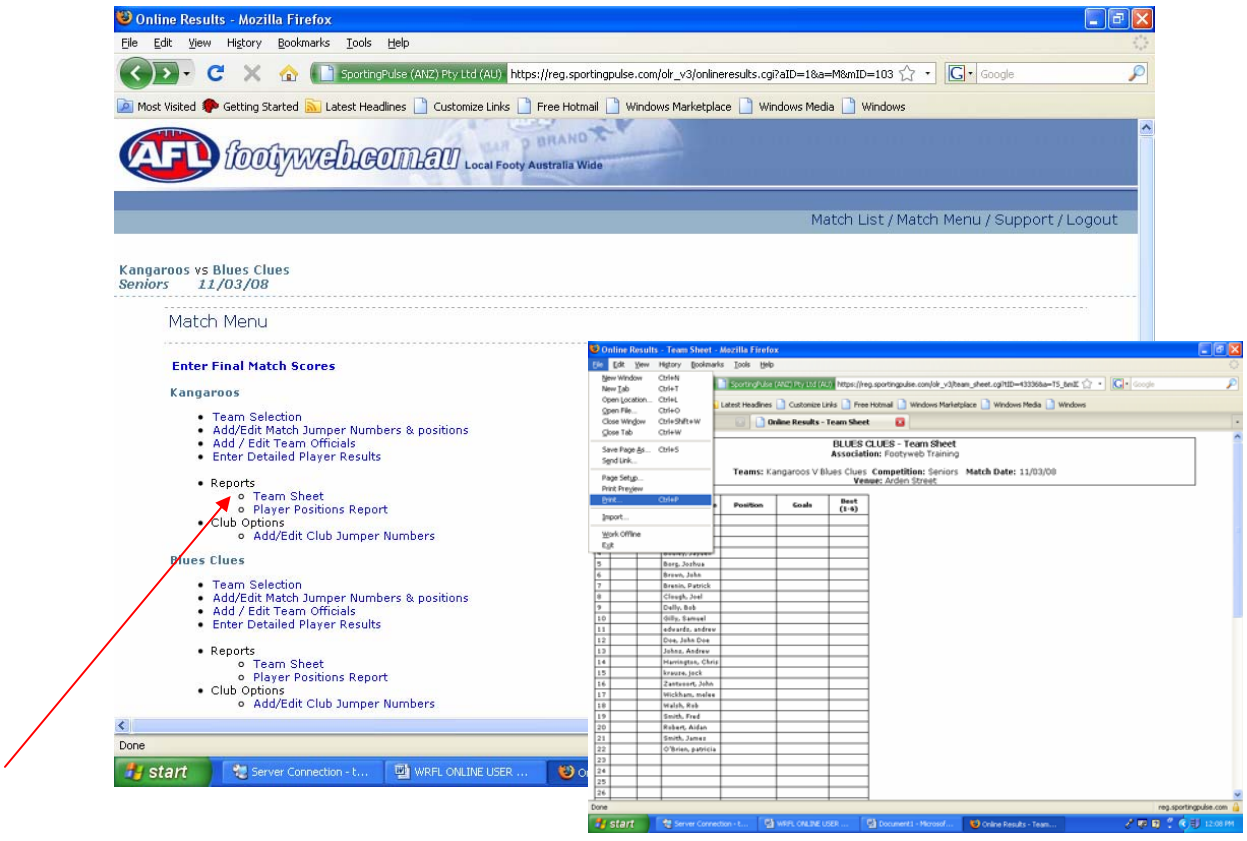
To load official from the previous match, click on “Load Team Officials From Previous Match”. Changes can be made as per above instructions.

To add members to the dropdown box, you will need to go back to the WRFL website (www.wrfl.asn.au) and login to the Members Database.

Click on “Match Menu” to return to the main page.



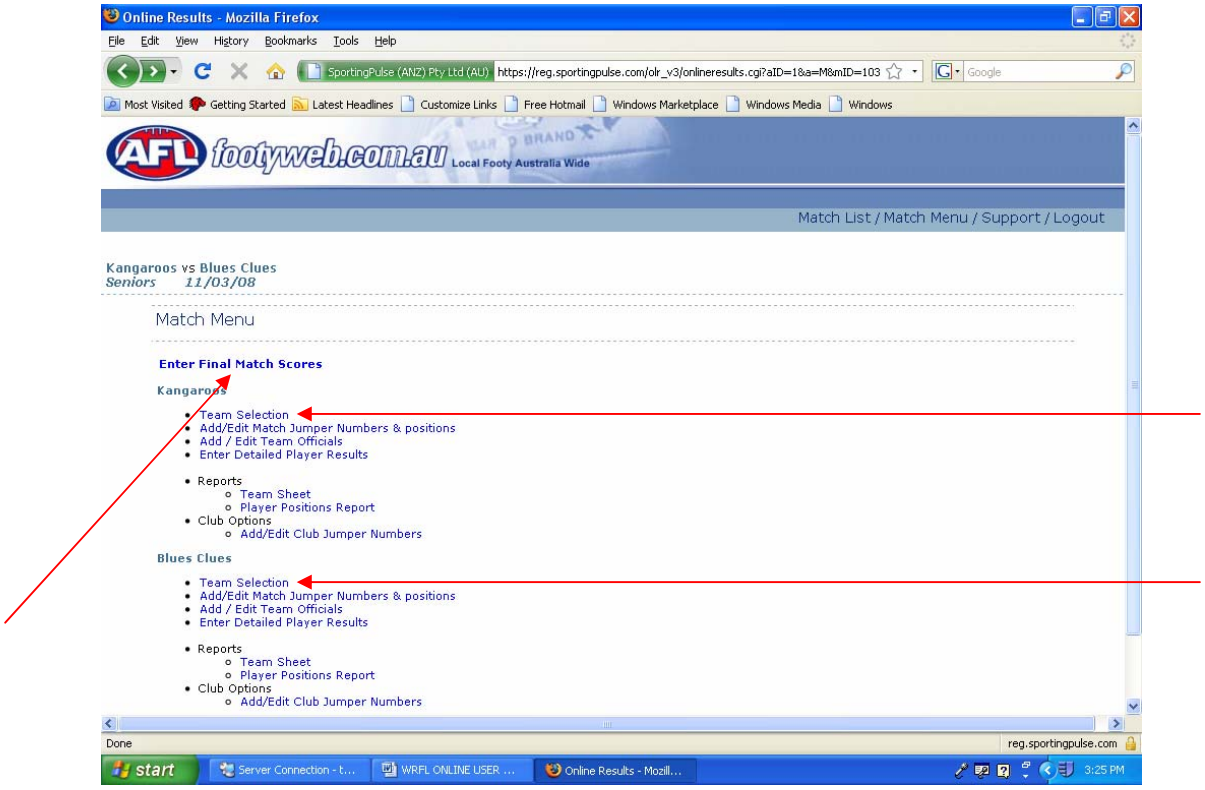
To print a copy of your team sheet, click on “Team Sheet” under the reports section:-



Please refer to the Time Line Table (Appendix 1) for score entering requirements. This is the HOME teams responsibility!

From information provided on the team sheet, click on “Team Selection” and remove players from the match who were selected but did not play. Add players who were not selected but played. Follow instructions beginning on page 5 of this manual. The maximum number of players who can compete in a game, depending on grade, is listed in Appendix 2. This step should be completed by the HOME club for both the HOME AND AWAY teams.

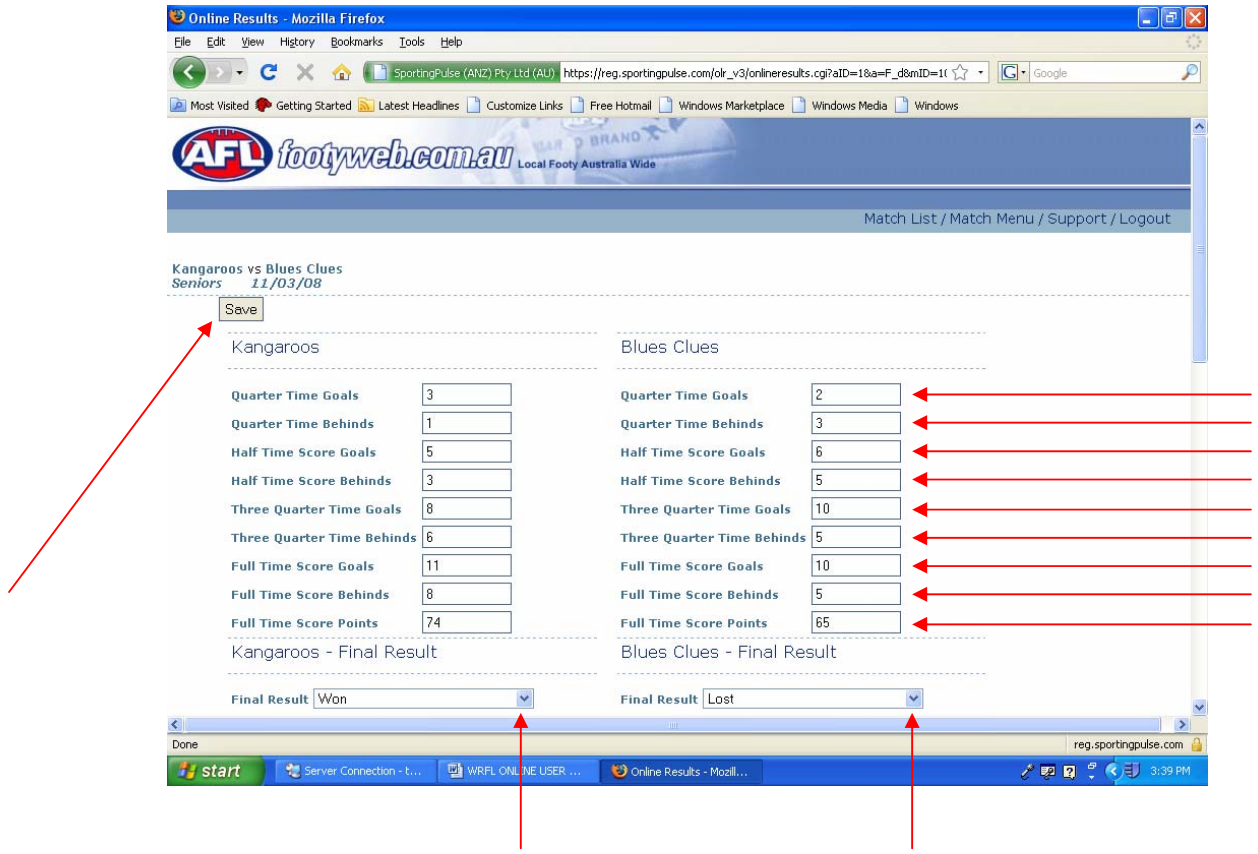
To enter scores, click on “Enter Final Match Scores”:-



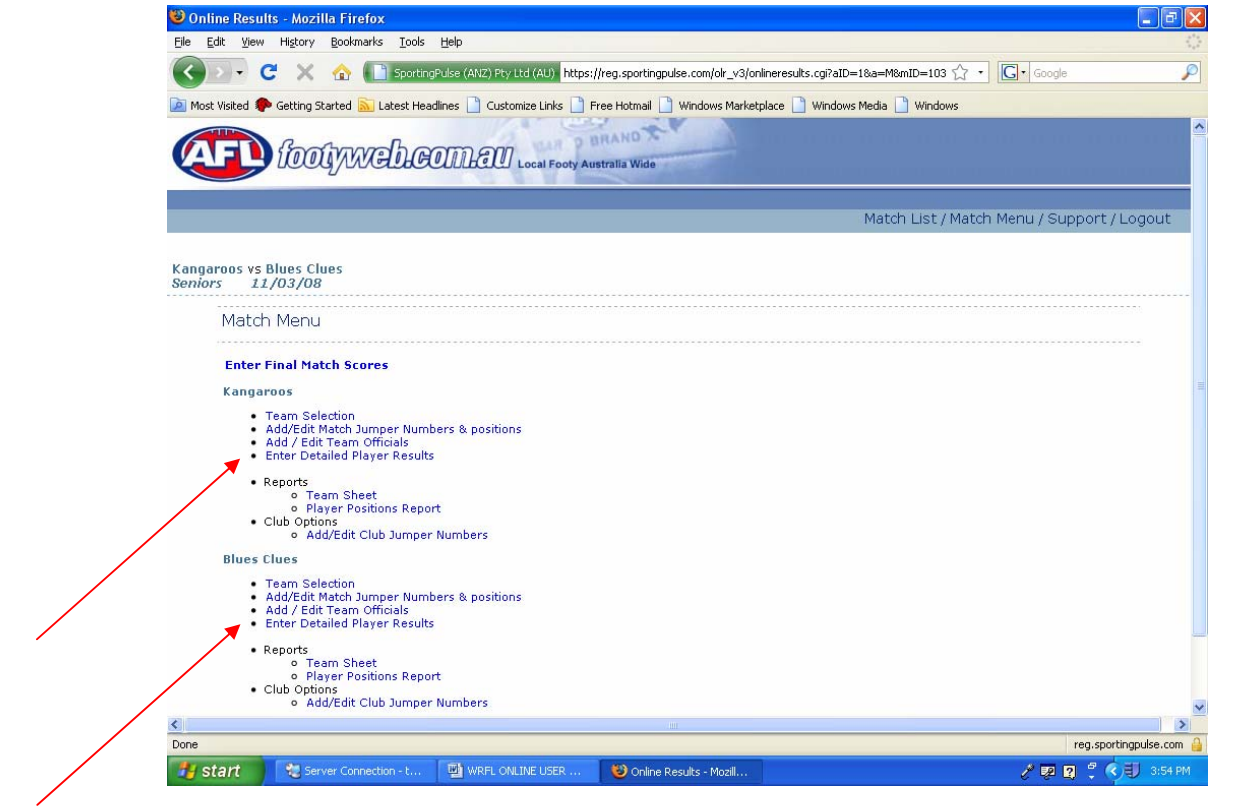
Enter all quarter by quarter. Enter the full time goals, behinds and total points.

From the dropdown box, select the match result for BOTH team.

Click on “Save”.



From the main menu, click on "Enter Detailed Player Results". This will need to be completed for both the HOME AND AWAY teams.

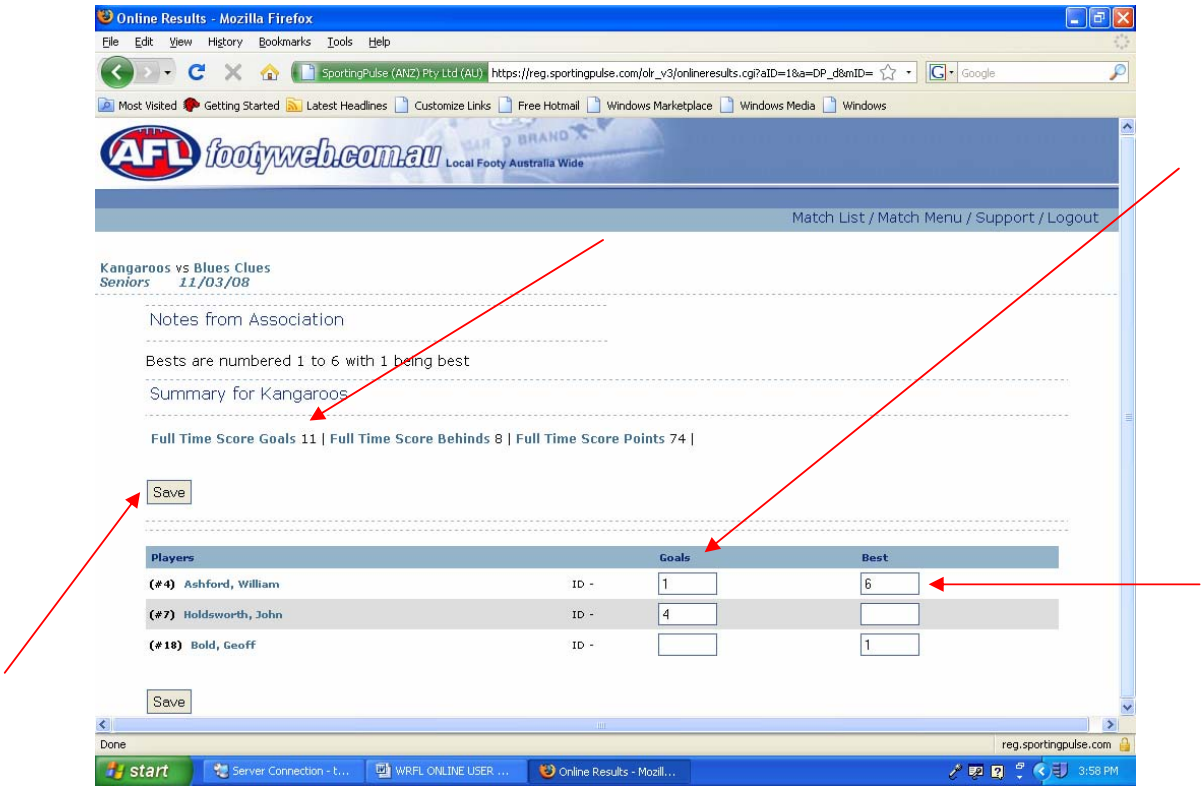


Enter the number of goals kicked in the box next to the appropriate players name. Enter a 1 in the box next to the best players name, going down to 6 for the 6th best player.

6 players must be entered into the best column. If not, the details will not save.

Goals must add up to the "Full Time Score Goals". If not, the details will not save.

Click "Save" when completed.



To check that your match details have saved and are correct, the WRFL website will have a icon on the side bar which will be titled "Weekend Scores". Click this button, locate your game and check all information. Use this button to also obtain results from other matches.

Any problems with internet connection, OnLine Results connection etc. on match days, should be referred to:

Saturdays (Div 1 and 2 Seniors & Reserves, Under 18's)

David Newton – GM, Football Operations
0410 628 067

Sundays (Juniors)

Ben McManus - Football Operations and Club Development Officer
0414 399 885

APPENDIX 1

All teams must have selected players into a match, PRIOR to the match commencing.

It is the HOME teams' responsibility to enter in final team lists, scores, best player and goal kickers.

Non compliance with the time lines listed below will result in club fines.

GRADE	TIME	MINIMUM REQUIREMENT
Division 1 & 2 Seniors	No Later Than 6.00pm Match Day	Remove players who did not play in match Add players who did play in match Quarter by quarter goals and behinds Final goals, behinds and total points Best players and goal kickers
Division 1 & 2 Reserves, Under 18	No Later Than 6.00pm Match Day	Quarter by quarter goals and behinds Final goals, behinds and total points
Division 1 & 2 Reserves, Under 18	No Later Than 11.00am Monday	Remove players who did not play in match Add players who did play in match Best players and goal kickers
All Junior Grades	No Later Than 6.00pm Match Days	Quarter by quarter goals and behinds Final goals, behinds and total points
All Junior Grades	No Later Than 11.00am Monday	Remove players who did not play in match Add players who did play in match Best players and goal kickers

It is recommended clubs print at least 6 team sheets for a match day, once players have been selected in a match.

Team sheets MUST be printed from the SportingPulse program.

PER TEAM - A team sheet must be provided to the umpires prior to the match commencing, including player signatures.

A team sheet should be supplied to the WRFL Radio Team for the match of the round, with the players listed who will be playing.

A team sheet must be supplied to the umpires after the match which has crossed out players who did not play, has written in players who did play, and lists best players and goal kickers OR this information should be written on the team sheet supplied to the umpires before the match.

A team sheet must be supplied to the HOME team manager after the match which has crossed out players who did not play, has written in players who did play, and lists best players and goal kickers.

APPENDIX 2

GRADE	MAXIMUM NUMBER OF PLAYERS
Division 1 Seniors	22
Division 1 Reserves	24
Division 2 Seniors	22
Division 2 Reserves	24
Under 18	25
Under 16	25
Under 14	25
Under 13	25
Under 12	25
Under 11	25
Under 10	25
Under 9	25