



Match Day Instruction Manual

WELCOME TO DRIBL

Built *For The Game.*
By The Game.

▼ KICK OFF

STEP 1

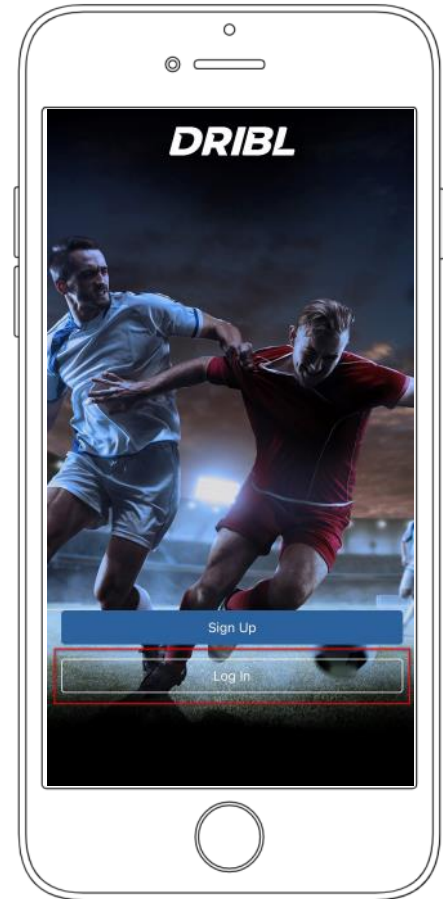
Download the DRIBL App



Your Login and Password have already been set up via the activation email sent to you from dribl.com

Enter your email address and password

If you have forgotten your password hit the Forgot Password link to reset to your password. This will send you a reset email to your registered email address



STEP 2

The home screen

Click on the YOUR TEAM tile. In this case we will use Blacktown Districts SFA U14 01 Male. Click this tile.

What do the initials in the hexagon stand for?

MA = Manager

TR = Team Reporter allows you to complete Matchsheets

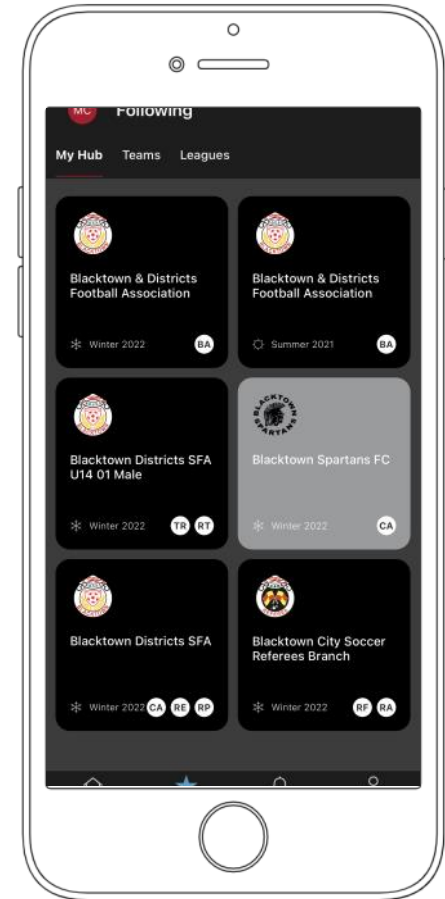
RT = Team Recorder allows you to enter scores at the end of the match

PL = Player

CO = Coach

OF = Official

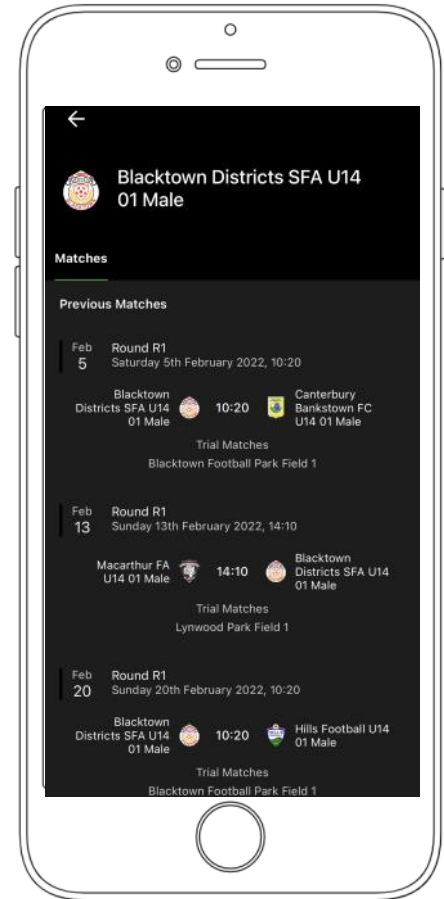
RF = Referee



STEP 3

The MATCHES page

Scroll down to find your match



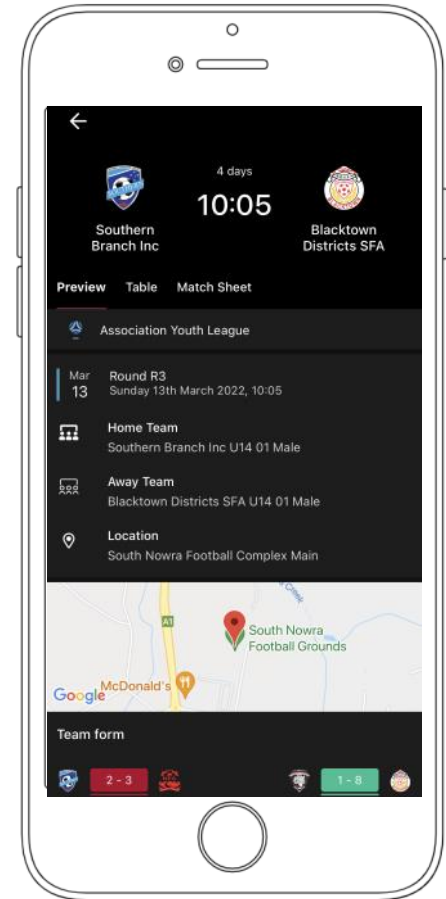
STEP 4

The MATCH PREVIEW page

On this page you will find the match details, a map to the field and both team's form.

Hit the Match Sheet!

Your menu items may differ from those with higher permissions. Example, a Club Secretary will see a lot more at this point compared to a Team Manager



STEP 5

The Match Sheet—Before the Match

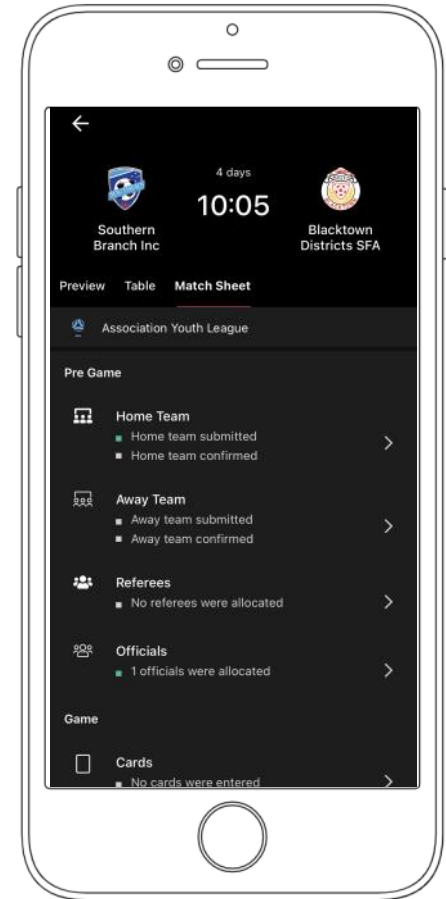
Where the match information is entered!

Home Team - The first team as listed on the fixtures list

Away Team - The second team as listed on the fixtures list

Referees - Shows the referee coverage (to be implemented at a later date)

Officials - The Ground Official's name is entered here



STEP 6

Player Information

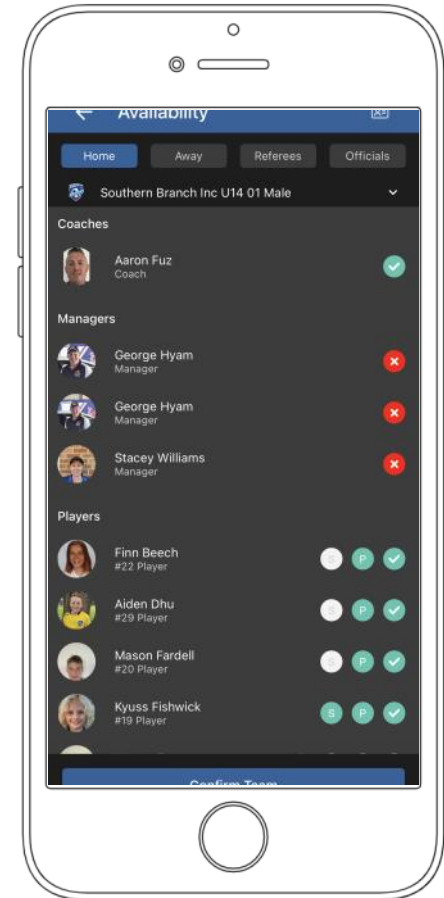
In this case Blacktown District U14 are playing away against Southern Branch.

Click the red cross to show that the player is available. It will change to a tick as shown in the image.

Click "P" to show that the player is playing.

"S" stands for starting. This is not relevant in our Competitions

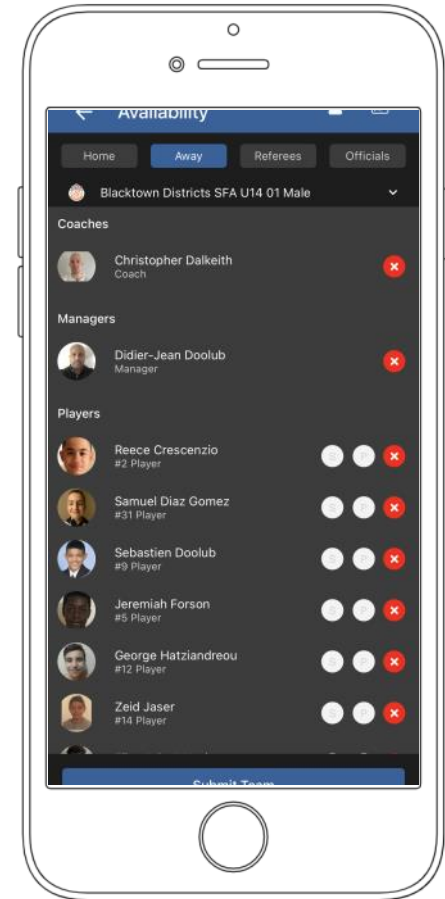
To change a players jersey number, press and hold down their name. A new menu will pop up allowing to change jersey numbers, set the goal-keeper, set the captain, etc.



STEP 6 Continued

Home Team/Away Team

As we can see, our team as the away team has not touched the match sheet yet

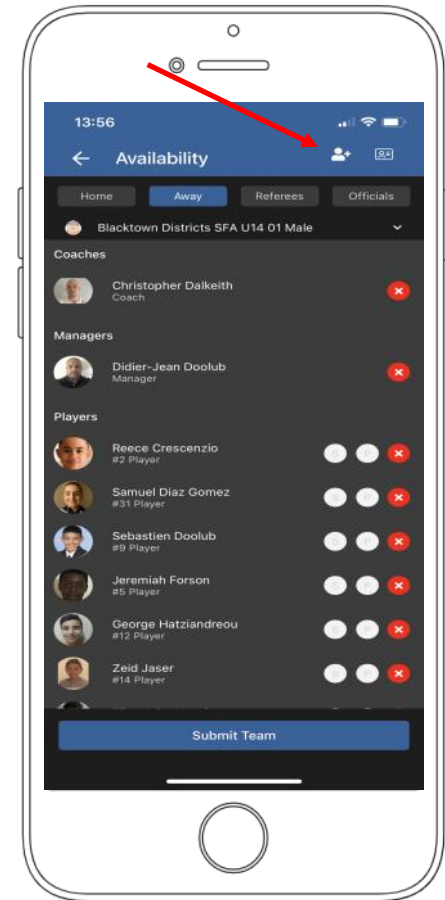


STEP 7

Adding Borrowed Players

To add a borrowed player, hit the + button indicated by the red arrow.

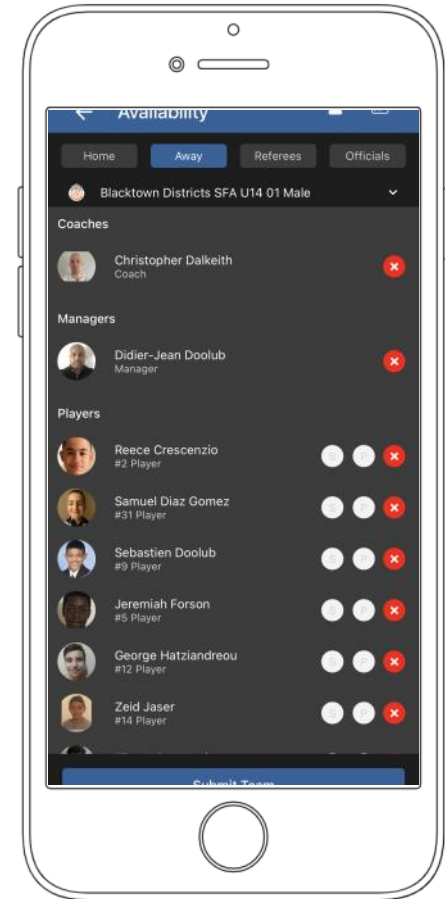
A new page will open where you can search for the player that you wish to borrow. Ensure that you hit “Done” after you have selected your borrowed player.



STEP 8

Submitting Your Team

After you have set up all of your pre-game information, hit “Submit Team” at the bottom of the screen.



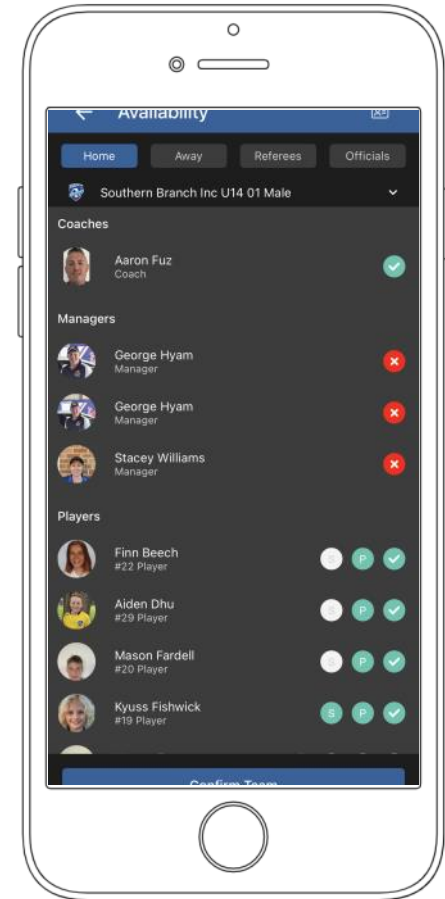
STEP 9

Confirming the Opposition Team

Meet up with the opposing manager and ensure that the pictures and jersey numbers are exactly as they are listed on the Match Sheet. You can enlarge the player photos by holding down the player photos and sliding across.

Once you are happy with the opposition hit “Confirm Team” at the bottom of the screen.

If any changes are to be made after this is completed, both managers will need to un-confirm the opposition teams, un-submit their own team make the changes and then re-submit and re-confirm.



STEP 10

Entering Officials

Officials are entered in this area. They are:

- Ground Officials
- Match Day Supervisor
- Marshall (Premier League Only)
- Non– Accredited Referee

Enter you ground official, match day supervisor & Premier League Marshall here

AT THIS POINT ALL PRE-MATCH TASKS ARE COMPLETE!



POST MATCH

Post Match

Your responsibilities:

- Enter the score
- Check the match details and scores. E.G. Are the correct players who received cards entered correctly?
- Enter any disputes from the match. E.G. If the incorrect persons were given cards, this is an ideal place to enter that information.
- If you are the HOME Manager; Enter the names of any non-accredited referees (Club Refs)
- If you are the HOME Manager; If a non-accredited referee was in attendance, enter the cards

In the case of a team not in attendance, enter the forfeit request here.

AT THIS POINT ALL POST-MATCH TASKS ARE COMPLETE!

