

Canterbury Rugby APP – Select a Team & Submit a Team Sheet

1. Login to the APP, using the login given to you by your Club.

2. Go to the game that you wish to select your team for.

3. Click on “Select Team for Game”.

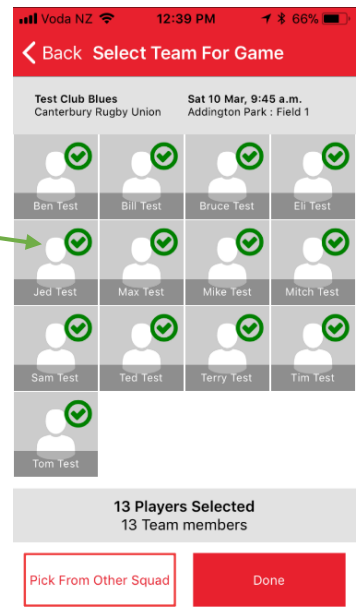


4. The registered players that your Club has put into your Squad appear.

5. Make sure all the players who you want to name in your team today are ticked. Untick any who are not playing today.

6. If you need players from other teams, click “Pick from Other Squad” and chose the team that contains the players you need. Tick these players and go back to the “Select Team for Game” screen.

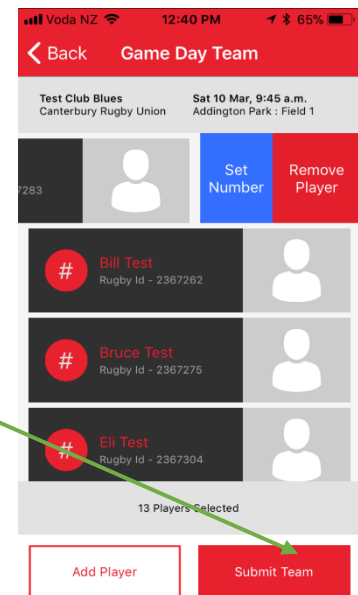
7. When you have all your players ticked, click Done.



8. “Game Day Screen” appears, swipe left on each player to allocate their number if necessary for your grade.

9. Click on “Submit Team”

10. Return to the front screen by clicking on “Back” to score the game.



Notes:

- Use numbers 1,2,3, 16 & 17 to identify Front Row players if applicable. If you don't have enough Front Row players then leave numbers blank.
- Choose your entire team, as you would on the old paper match report, not just the starting 15.
- If you need to add players or edit team before the game you can do this by clicking on “View Team”, then “Edit Team”. Ensure that your click “Submit Team” again when finished.

Canterbury Rugby APP – Score a Game

Login to the APP, using the login given to you by your Club. If you need to select a team do this first (see instructions).

Go to the game that you wish to score.

Click on “Score Game”.

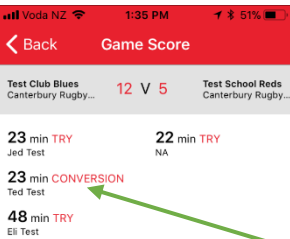


Each Team has a ‘side’ of the score card screen, when an event occurs click on the correct event for the appropriate team.

Click Start when the game starts, the timer will start.

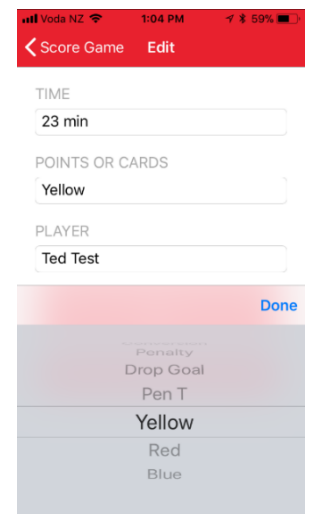
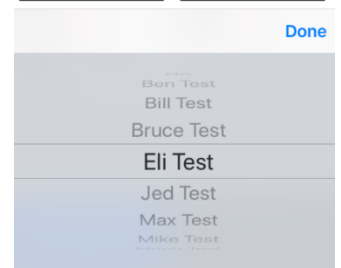


If a scoring event occurs, tap the event and scroll to select the player that scored the points, or NA if you don't know who it was. Click Done.



Tap on “More” for events such as Penalty Tries or cards

If you make an error tap on the scoring event and the edit screen will appear



Click stop/pause for half time or the end of the game.

At Full Time click submit score and the result will be submitted.

