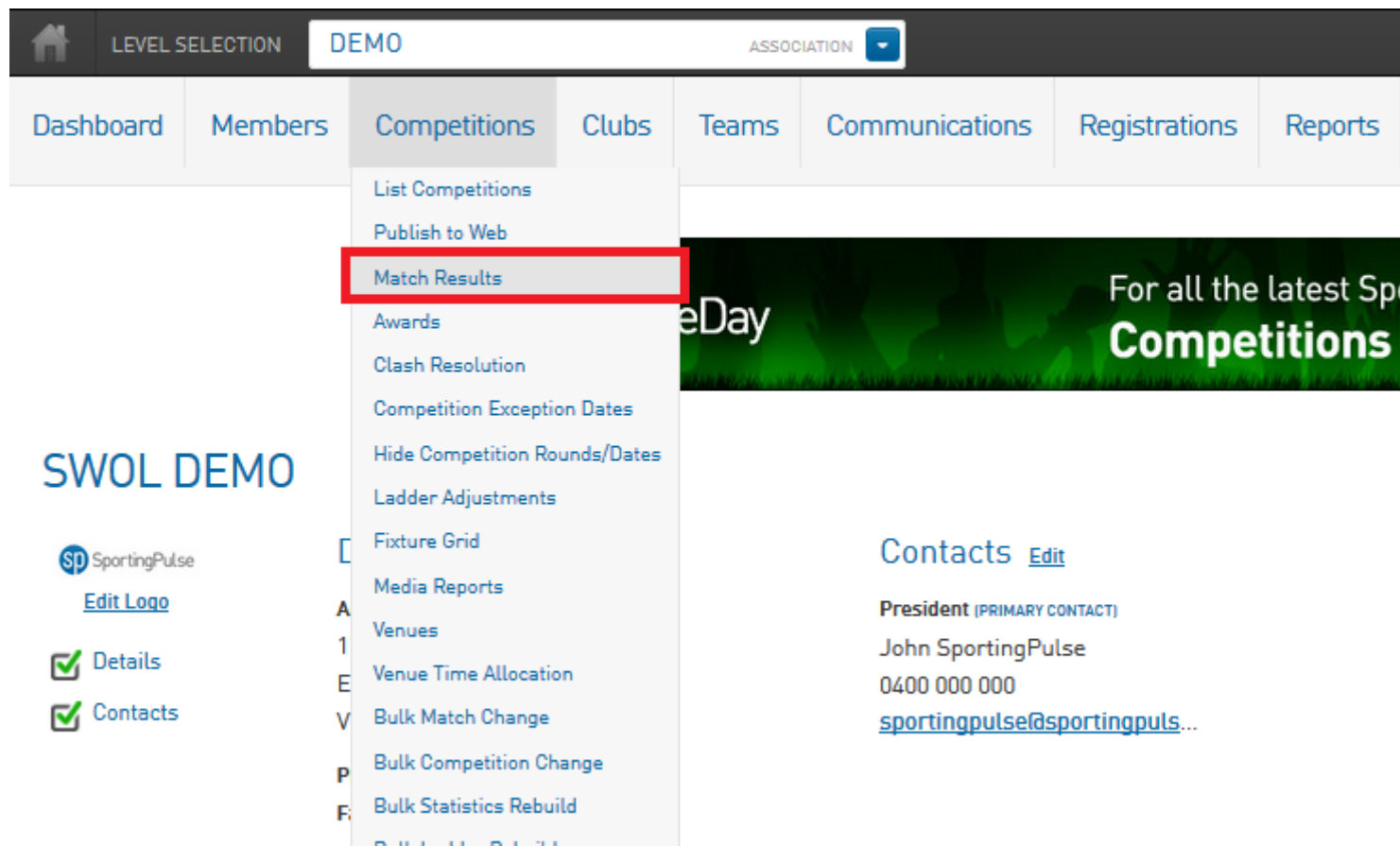


Online Results: Enter Match Results and Statistics online

Log in to Online Results

The Online Results system can be accessed from your SportingPulse Membership/Competitions database (as shown below).



Alternately, the Online Results system can be accessed from a SportingPulse Standard site through the Enter Results link as shown below. This link can be used for Clubs and Teams to access the Online Results system using their Club or Team username and password. Note: Associations will also be able to log in from this link.

Match List Screen

Matches will be displayed on the Match List screen below and all match administration can be done through the Pre Game and Post Game buttons on the far right hand side.

The Match List can be filtered out by:

- Date Range
- Venue Name
- Competition Name
- Season
- Club

Below is the Match List Screen. This will be the first screen that comes up when entering the Online Results system from your Membership database.

Handy tip: When filtering out Matches by Venue Name or Competition Name it is good practice to copy the name of the venue or competition from your database and paste it in the fields above. It will search for the exact Competition or Venue name, so if you leave out an apostrophe or a hyphen the matches won't display in the Match List.

Updating Lock Status

When logged in to the Online Results system at Association level matches can be so locked the levels below cannot access the matches to edit them.

To lock a match:

1. Click on the Lock symbol (a locked match will have a closed padlock)
2. Click **Update Lock Status** to save the changes

To unlock a match simply click on the Lock symbol and click **Update Lock Status** to save the changes.

Quick Results

The **Enter Quick Results** option will give the ability for the Result of a match to be entered in quickly and easily from the Match List screen (shown below). Quick Results entry will just give the option to enter in a Win/Loss result for a Match; specific results for those matches can then be added at a later stage if required.

To enter Quick Results for a match:

1. Select the **Result** from the match (ie. Won/Lost) for each team
2. Click **Save Quick Results**

Pre-Game and Post-Game

All match administration can be conducted through the Pre-Game and Post-Game buttons on the far right hand side.

Pre Game Screen

The Pre-Game Screen (shown below) houses all the pre-game administration including team selections, assigning team officials and accessing team sheets.

The screenshot displays the 'Pre-Game' interface of the SpringPulse system. At the top, there are navigation links for 'WATCH LIST', 'FEEDBACK', 'PRE GAME', and 'POST GAME'. The main content area is divided into several sections:

- 1. Game Information:** Displays the match between Melbourne Knights vs Hume City on 25/03/12 at 18:00, part of the Men's Victorian Premier League.
- 2. Pre-Game Dashboard:** A table showing the number of selections for each team and officials.

	Players	Coaches/Officials
Melbourne Knights Selections	0	0
Hume City Selections	16	0
League Officials		0
- 3. Team Tabs:** Tabs for 'Melbourne Knights' and 'Hume City'. An 'Additional Options' dropdown is set to '8'.
- 4. Manage this Display List:** Checkboxes for filtering players: 'Show all Club players' (checked), 'Show Players registered to this team only', 'Show Players to this age group', and 'Show all Financial Club players for Competition Season'.
- 5. Autoselect Players:** Checkboxes for 'No Auto Select' (checked), 'Players who played last week', and 'Players registered to this team'.
- 6. Available Players:** A list of 16 players with their names, dates of birth, and IDs. Each entry has a green plus icon to the right.

Aguiar, Caren (22/06/1989)	(51012565)	+
Ainejad, Shayan (21/02/1990)	(51245231)	+
Babic, Jamie (04/02/2003)	(63193957)	+
Babic, Sarah (19/10/2000)	(74055294)	+
Balta, Lucy (17/12/1982)	(51080059)	+
Bakyyot, Jessa (12/07/1987)	(61885826)	+
Baresic-Nikic, Tonio (03/09/1996)	(51103059)	+
Bancevic, Stefan (30/10/1993)	(60892965)	+
Bansic, Luke (17/06/2000)	(51112274)	+
Boras, Anthony (13/07/1993)	(51102226)	+
Brekalo, Jake (18/03/2002)	(74038944)	+
- 7. Selected Players:** An empty box with a green 'SAVE' button at the bottom right.
- Autoselect Team Officials:** Checkboxes for 'No Auto Select' (checked), 'Select all default team Staff', and 'Select all staff from last week'.
- Group Appointment Member:** A section with a note: 'Temporary assignments apply only when you cannot find the correct officials name in the drop box below. Please check before applying temporary assignments.' and a green 'SAVE TEAM OFFICIALS' button.
- 10. RESET MATCH:** A red button with a circular arrow icon.
- 9. TEAM SHEET:** A blue button.

Pre-Game Screen Options

- 1. Game Information** – This contains details of the match being edited.
- 2. Pre-Game Dashboard** – The dashboard will show the current number of players and coaches/officials selected for either team.
- 3. Team Tabs** – Two tabs across the top house the information for both teams.
- 4. Manage this Display List** – This will give you the option of filtering out members for team selection by 'All Club Players', 'Players registered to this team only', 'Players to this age group' or 'all Financial club players'.
- 5. Autoselect Players** – This will give you the option to Auto-Select your players by either players who played last week or players registered to the team.
- 6. Available Players** – This is the listing of all players available to be assigned to the match.
- 7. Selected Players** – All members you have assigned to the match will appear in the Selected Players box and player positions and numbers can be assigned from there.
- 8. Additional Options** – This is where you can edit additional information like Player Roles and Default Club Jumper Numbers.
- 9. Team Sheet** – The Team Sheet for either team can be accessed through the Team Sheet button
- 10. Reset Match** – This will reset ALL data currently entered in for the match.

Post Game Screen

The Post-Game Screen (shown below) houses all the post-game administration including team statistics, results entry and individual player statistics.

The screenshot shows the 'Post Game' screen for a match between Melbourne Knights and Hume City. The interface includes a top navigation bar with 'WATCH LIST' and 'FEEDBACK' links. Below this, there are tabs for 'PRE GAME' and 'POST GAME', with 'POST GAME' being the active tab. The 'Game Information' section displays the match details: Melbourne Knights vs Hume City, 25/03/12 18:00, Men's Victorian Premier League. The 'Full Time Score' is 0-2, with Yellow Cards 0-0 and Red Cards 0-0. The 'Final Match Scores' tab is selected, showing the 'Melbourne Knights Player Scores' and 'Hume City Player Scores' sections. Each section has a 'Half Time Score' and 'Full Time Score' input field, followed by 'Yellow Cards', 'Red Cards', 'Shots on Goal', 'Fouls', 'Corner Kicks', 'Offsides', and 'Saves'. The 'Results' dropdown for Melbourne Knights is set to 'Lost', and for Hume City, it is set to 'Won'. There are 'UPDATE MATCH SCORES' buttons at the bottom right of each team's statistics section. A 'Match Summary' text area is located at the bottom left.

Post Game Screen Options

Final Match Scores – All team match data will be entered in for both teams on this screen. To save the results from a match, click Update Match Scores. A value from each Results field (ie. Won and Lost or Draw and Draw) will need to be selected to save the match data.

Team Tabs (Player Scores) – All match information for specific players from each team can be entered in on the screen below. Each team has their own tab and all players selected for the match will appear for their respective teams.

The screenshot shows the 'Post Game' screen for a match between Northcote City and Richmond. The 'Game Information' section displays the match details: Northcote City vs Richmond, 24/03/12 15:00, Men's Victorian Premier League. The 'Full Time Score' is 0-1, with Yellow Cards 0-0 and Red Cards 0-0. The 'Final Match Scores' tab is selected, showing the 'Northcote City Player Scores' and 'Richmond Player Scores' sections. The 'Northcote City' tab is active, displaying a table of player statistics. The table has columns for Name, Member ID, Junger Number, Player Points/Roles, Goals, Sub Off, Sub On, Yellow Cards, Red Cards, and Own Goals. Three players are listed: Matthew Smith (Member ID: 51307676), Chris Paine (Member ID: 72702194), and Matthew Smith (Member ID: 60896723). The 'UPDATE PLAYER SCORES' button is located at the bottom right of the player statistics section.

Awards – If Awards have been set up by the Association or Club the votes for the awards can be entered in through the Awards tab.