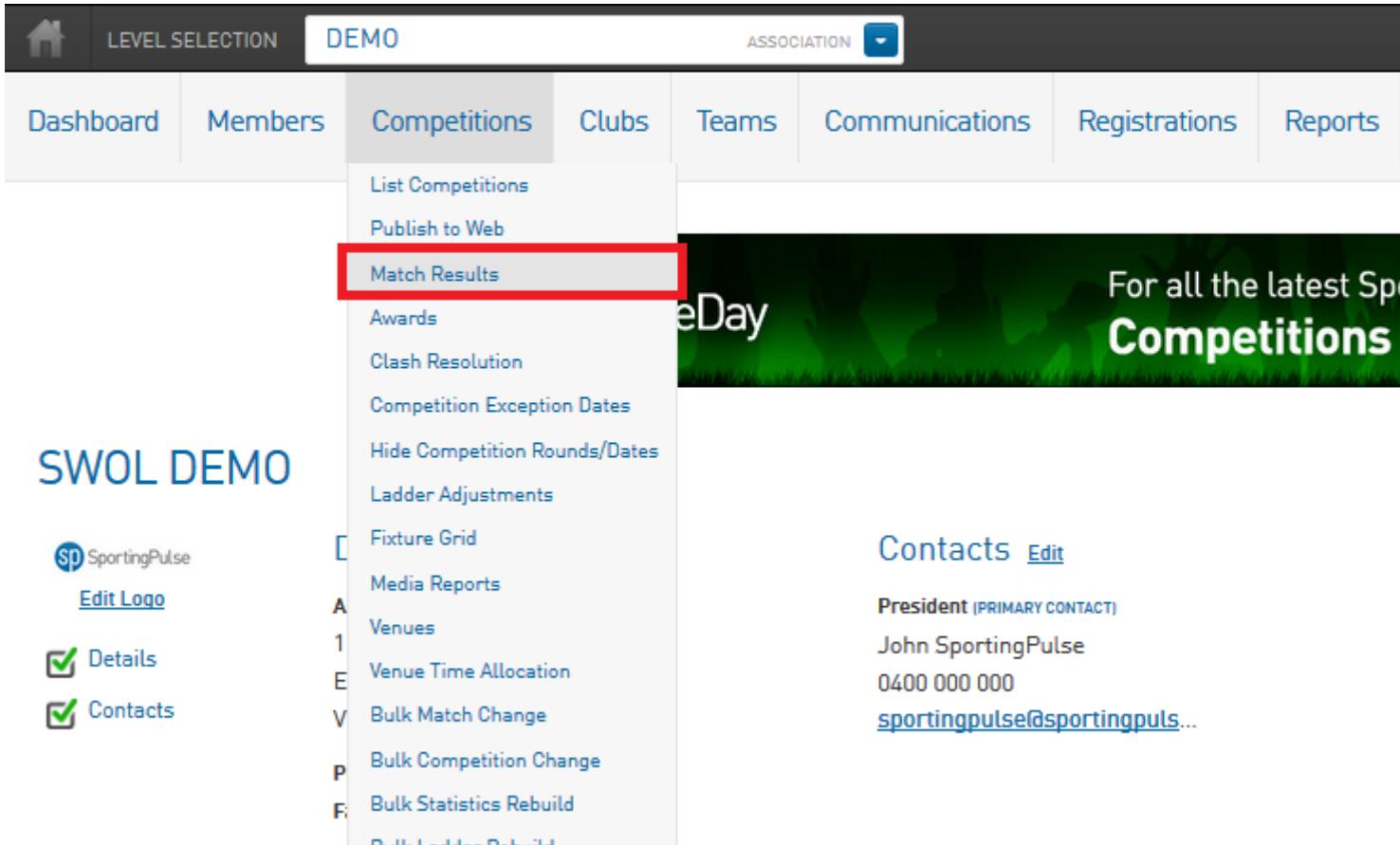


# Online Results: Enter Match Results and Statistics online

## 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.

SportingPulse  

MATCH LIST FEEDBACK

PRE GAME POST GAME

1. Game Information  
Melbourne Knights vs Hume City  
Men's Victorian Premier League  
25/03/12 18:00

2. Pre Game Dashboard  
Melbourne Knights Selections  
Hume City Selections  
League Officials

Players	Coaches/Officials
0	0
<b>16</b>	0
0	0

10.  RESET MATCH

3. Melbourne Knights Hume City  8.

4. Manage this Display List  
 Show all Club players  
 Show Players registered to this team only  
 Show Players to this age group  
 Show all Financial Club players for Competition Season

5. Autoselect Players  
 No Auto Selected  
 Players who played last week  
 Players registered to this team

9.  TEAM SHEET

6. Available Players

Aguire, Caren (22/06/1989)	(51012565)	
Alinejad, Shayan (21/02/1990)	(51245231)	
Babic, Jamie (04/02/2003)	(63193957)	
Babic, Sarah (19/10/2000)	(74055294)	
Balta, Lucy (17/12/1982)	(51080059)	
Baluyut, Jessa (12/07/1987)	(61885828)	
Banasic-Nikic, Tonio (03/09/1996)	(51103059)	
Bancevic, Stefan (30/10/1993)	(50892965)	
Banistic, Luke (17/06/2000)	(51112274)	
Boras, Anthony (13/07/1993)	(51102226)	
Brekalo, Jake (18/03/2002)	(74038944)	

7. Selected Players 

Autoselect Team Officials  
 No Auto Select  
 Select all default team Staff  
 Select all staff from last week

Group Appointment Member Temporary assignments apply only when you cannot find the correct officials name in the drop box below. Please check before applying temporary assignments.



## 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 with the following details:

**Game Information:**  
Melbourne Knights vs Hume City, 25/03/12 18:00, Men's Victorian Premier League. Full Time Score: Melbourne Knights 0, Hume City 2. Yellow Cards: 0, 0. Red Cards: 0, 0.

**Team Statistics:**

Team	Half Time Score	Full Time Score	Yellow Cards	Red Cards	Shots on Goal	Fouls	Corner Kicks	Offsides	Saves	Results
Melbourne Knights	0	0	0	0	0	0	0	0	0	Lost
Hume City	1	2	0	0	0	0	0	0	0	Won

**Match Summary:** [Empty text area]

**Buttons:** UPDATE MATCH SCORES (top right), UPDATE MATCH SCORES (bottom right).

## 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 with the following details:

**Game Information:**  
Northcote City vs Richmond, 24/03/12 15:00, Men's Victorian Premier League. Full Time Score: Northcote City 2, Richmond 1. Yellow Cards: 0, 0. Red Cards: 0, 0.

**Team Tabs (Player Scores):**

Team	Player	Goals	Sub Off	Sub On	Yellow Cards	Red Cards	Own Goals
Northcote City	Player 1	0	0	0	0	0	0
Richmond	Player 2	0	0	0	0	0	0
Richmond	Player 3	1	0	0	0	0	0

**Buttons:** UPDATE PLAYER SCORES (top right), UPDATE PLAYER SCORES (bottom right).

**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.