

Interchanger – Fremantle Districts



Latest Version

Make sure you download the latest version of Interchanger from the App store

Version 3.2.11

Internet connection

You will need to be connected to the Internet when you first use Interchanger. After you have uploaded your players then Internet is not necessary until you want to upload the game OR if you want to add or delete players or a game.

Top up players

The following solutions should be implemented when your team is required to even up numbers.

- 1. If the game is less than 18-a-side then you can just add the player(s) to your team for the day. The operator of Interchanger will need to monitor the player's movement on and off the field for the opposition team in the same way that they would for your own players.*
- 2. If the game is say 17-a-side and you have given more than one player to the opposition go to (3) below as the option for recording time.*
- 3. If the top-up player(s) for the opposition cannot be placed on the field (i.e. you are already playing with 18), include the top-up players on your bench (increase the bench size accordingly).*

When the game commences – double tap the top-up player(s) and their time for the match will be recorded as injured. The operator should also use the PLAYER NOTES function and add the following comment to the player concerned – “Top-Up”.

In (3) the player's game time will be recorded as injured in his season data. But competition management will have a record that they were a top-up on that particular day.

Late changes to the team

You can set up your game the night before and select your team. It is recommended that you don't press the ENTER button until you are absolutely sure that is your final team.

Interchanger will allow you to change the configuration of your number of players on the ground and the number of bench players right up to the start of the game – as long as you haven't pressed ENTER.

If you have pressed ENTER and there are changes you can reset another match and delete the game.

Support

Users will benefit from viewing the SUPPORT page on <http://www.interchanger.com.au/faq/>

There are videos and FAQs that will be helpful

If you get stuck email murray@interchanger.com.au

Dummy games

Before your first game users should be encouraged to play a dummy game to familiarise themselves with Interchanger.

On the SET GAME page there is a DELETE GAME button – you will need to be connected to the Internet to delete your dummy game(s).

Dummy games will need to be deleted so the data that the WAFC sees is not compromised.

Send offs

If a player has a red or yellow card and can be replaced:

Tap on the player - tap the yellow/red icon on the right hand side replace the player and the system will record this.

(Optional)

If you want to set the player's time off and know when they are right to come back on ... tap the naughty player - tap the OFF button on the far right side - set it for the send off period (e.g. 10 minutes)

*The player will be sitting on the bench with a yellow/red tag and a red fringe - he/she (to girls get sent off?) will then count up to his time penalty time.
(Note: If the quarter only has say 6 minutes to run ... the user will not be able to reset the time off)*

(Player can't replaced)

*Same as above except drag them to the right hand side SEND OFF section.
This will only allow the user to have 17 on the field - for an 18-a-side match*

Being connected to wifi/Internet

You will need to connect at wifi at some stage so you can upload the game to the WAFC account.

*If you log out of Interchanger you will need wifi to log back in.
If you do not log out of interchanger you do not need an internet connection until you want to upload a game, delete a game or make changes to your playing list.*

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