



## **Tips and information for Fremantle District – 2019**

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*The Fremantle District of the WAFC have once again partnered with Interchanger to provide a coaching tool to every junior team in your region to assist with the rotation of players on match day and abide by WAFC policy.*

*The App has many features that you can access to improve team and individual performance, but the Fremantle District is specifically interested in player's time on-and-off ground.*

*An example of “extra features” is the functionality of the App measuring time mid/forward/defence/bench/injured – AFL and WAFC policy states that youth-aged players should experience time in various positions on the ground. Judicious use of this feature by your operator may provide helpful insights to the coach in their endeavours to give players time in all parts of the ground. The WAFC does not require this information – but it could be useful for player and team development – and Interchanger can do this for you.*

*At it's simplest level Interchanger will provide you with a tool to measure time on-and-off ground and share that information – and this is the core requirement of the App from a WAFC perspective.*

*In 2019 we are also offering our STATS service and LIVE SCORING service free of charge to all clubs in the Fremantle District.*

*We are particularly excited about the live scoring (via our STATUS LIVE App) which will allow the relay of scores, sponsors and goalkickers – live. (See below for more information).*

### **FAQs and Support**

*There are a range of videos and FAQs on the SUPPORT page of the website – it is recommended that users view these videos and FAQs. - <https://www.interchanger.com.au/faq/>*

*It is also recommended that new users be encouraged to do a DUMMY GAME (see more details below) before they use Interchanger in a match. (Any practice games should be deleted).*

### **Last year's data**

*Your team information and data from last season is still on the interchanger website and accessible with your team's log in details. We will need you to specify which team they have become in 2019.*

*For example South Coogee had three Year 7 teams last year (Red, White and Blue). They will become Year 8 teams this season – we need to know which team they have become as Year 8s – (e.g. Year 7 Red from 2018 - is Year 8 Red, Blue or White in 2019 – see the pro forma attached).*

*If it is a completely new team then a new team will be created for you. Please let us know via the attached pro forma.*

## **Registration**

*Each club should have a designated email address for a coordinator to administer all of their teams. Please advise us via the attached form if this email address has changed since the 2018 season.*

*The coordinator will receive an email from Interchanger inviting them to access all teams at your club. After accepting the email invite to each team club coordinators should then be able to see all of their teams – on the App and on the website (after they Log in via the ACCOUNT and TEAMS pages.)*

*Individual teams will also provide at least one email address (coach or team manager or email address created for their team). This email address will receive an email invite for the admin of their particular team.*

*After receiving the invite email you need to click where it says [Click here to join](#) (Club coordinators will need to click on the link for all teams they are invited to.)*

*Create your own password that will enable access to the Interchanger App and to data stored on our website.*

*Club coordinators will be able to add users to an account. Log in on the website – go to ACCOUNT and INVITE OTHERS.*

## **Setting up your team**

*Most teams in the Fremantle District will only need to make minor additions and deletions (hopefully none!) to their lists for 2019.*

*Entering and deleting your player's names is done via the App.*

*To download the App and set up your team you will need to be connected to wifi/Internet.*

*Go to the App store and download and install the Interchanger App on your (or team member's) iPad, Ipad PRO or Ipad mini).*

*The credentials that you have created will work on any Ipad. You can use different Ipads each week. Your log in is usable on any Ipad (iOS 9,10, 11 and 12). It may not work on very old Ipads (iOS 8 and earlier).*

*After installing the App, log in using the personal account and password that you have created on the Interchanger website.*

*The first time you use Interchanger you need to be connected to the Internet. If you make changes to your team list you will also need to be connected to the Internet. If you log out of the App you will need to be connected to wifi to log back in.*

*You do not need to be connected to the Internet on match day for the App to work. You will need to connect to wifi at some stage after the match in order for the data to upload to our server. There is also an UPLOAD GAME button.*

There are two methods for team entry – Manual or via the upload of a .csv file.  
Manual upload should only take a couple of minutes.

Teams that used Interchanger last year will already have a team list on the app. It is suggested that individual players are added (and deleted) manually.

If you choose to upload a .csv file then it should be formatted as per below.  
There are instructions within the App.



	Sheets	Charts	SmartArt Graphics	WordArt		
	A	B	C	D	E	F
1	Playing Number	First Name	Family Name	Date of Birth		
2	1	Mac	Capling	2/1/07		
3	2	Thomas	Chalk	19/7/07		
4	3	James	Curley	11/1/07		
5	4	Jack	Daniels	28/9/07		
6	5	Kian	Dickman	21/11/07		
7	6	Benjamin	Dixon	15/6/07		
8	7	Spencer	Glover	10/10/07		
9	8	Jordi	Groom	1/3/07		
10	9	Harry	Hogan	13/3/07		
11	10	Thomas	Hollingdrake	1/5/07		
12	11	Elijah	Kim	23/10/07		
13	12	Maximus	Liberatore	10/2/07		
14	13	Darragh	Macpherson	9/7/07		
15	14	James	Middleton	18/5/07		
16	15	William	Moore	27/12/07		
17	16	Asher	Parkin	27/3/07		
18	17	Xavier	Pennisi	10/7/07		
19	18	Jett	Preston	21/2/07		
20	19	Alexander	Spence	10/6/07		
21	20	Jayden	Thomas	10/1/07		
22	21	Harry	Tozer	10/2/07		
23	22	Anu	Wilke	16/5/07		
24						
25						

Player photographs can be used to assist new users unfamiliar with all players.

If your team is low on numbers it may be a good idea to add extra dummy players for when opposition participants are required to even up numbers.

For example you only have 17 players – it may be an idea to add some anonymous opposition players to your list, with spare jumper numbers available e.g.

24 – Oppo (1)

29 – Oppo (2)

33 – Oppo (3)

48 – Oppo (4)

## Playing numbers

Caters for - 7-a-side to 18-a-side, Bench – From 0 to 12 players.

You can adjust the playing numbers and bench size IF YOU HAVE NOT pressed UPLOAD GAME or ENTER.

*If you need to make changes but you have uploaded the game or pressed enter – delete that game and start again – it should only take a couple of minutes to reconfigure a game.*

## **Warning system**

*Each player can be set for a certain amount of time on the field each quarter. Coaches interested in getting the most out of their players and reducing fatigue and the risk of injury may want to use this feature.*

*The warnings works on a “traffic light” system whereby players will flash yellow, orange and red as they approach their predetermined time on the ground for that particular quarter.*

*If you do not want to use this system simply set the warning times to zero.*

**Total Game Limit** – this is used by teams wanting to limit total playing time – e.g. a player is returning from injury and you only want them on the field for 25 minutes. The default setting is zero for this feature and it will only activate when you enter a time.

**On field rotations** – rarely used by junior teams – but if you want a player to move from one zone on the ground to another you would use this feature – otherwise the default setting will be zero.

**Colour coding** – coaches/operators may wish to colour code players in specific rotations.

## **Game Set Up**

*It is highly recommended that users spend at least 10 minutes on a dummy game before they use it for the first time on match day – dummy games can be deleted from the App so they don't compromise the team's data for the whole season. 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.)*

*After you have entered your team -*

*Go to TEAM and press NEW GAME.*

*Enter – GAME NAME (e.g. Round 1) OPPOSITION NAME (e.g. Harvey Bulls) GAME TYPE (7-to 18-a-side) NUMBER of BENCH (0 to 12).*

*The playing numbers and bench size can be changed each week and also be changed on match day – **AS LONG AS YOU DO NOT ENTER THE GAME.***

*You are now ready to SET FIELD and chose the players who are participating in the particular match you are setting up.*

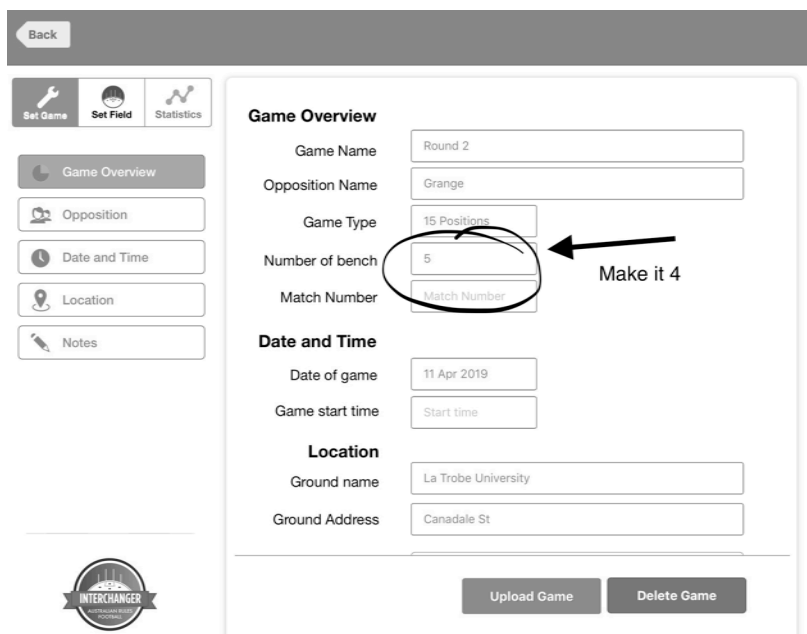
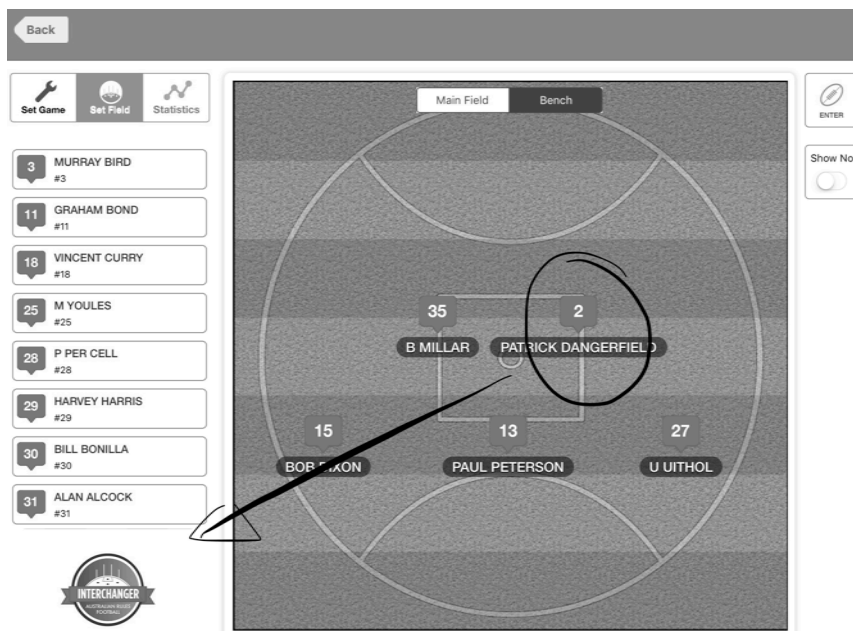
*Drag and drop players into a position – these positions can be changed once you have pressed ENTER and are in game mode.*

# Players arriving late – or not all – or you are not sure if they are coming

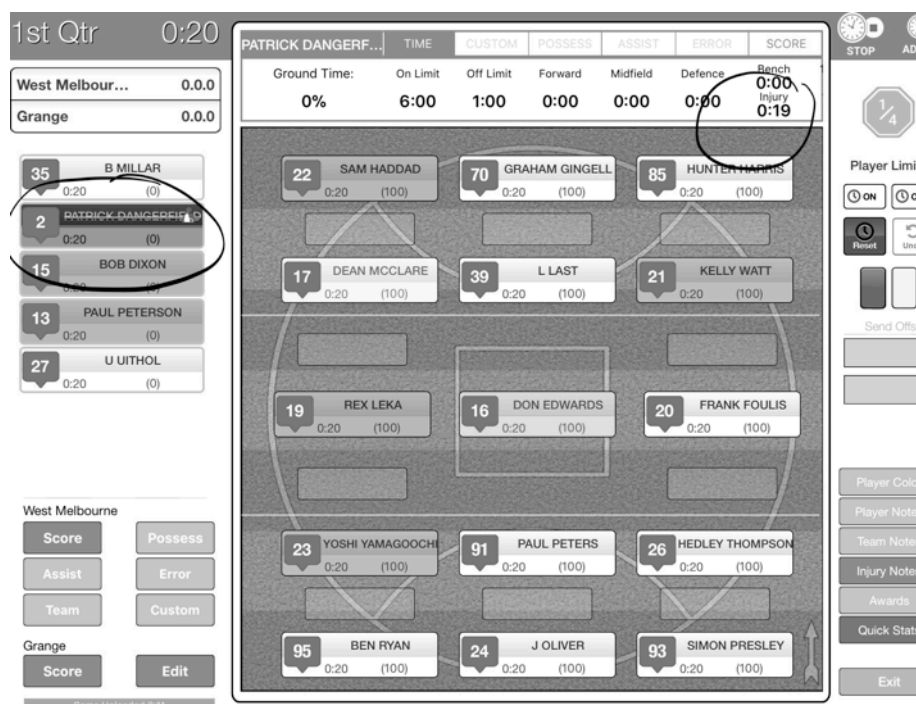
## 1. Late notification that a player will not be in attendance

Solution 1 – if you have not pressed ENTER or UPLOAD GAME – then you can make last minute changes to your team)

In the match below Patrick Dangerfield's mum has called 10 minutes before the game to say that he decided to play soccer ... In this scenario we can just go back to the SET GAME screen and reduce the number of bench players by one.



*Solution 2 - If you have already pressed ENTER then you can't change the team configuration – but you can mark Patrick injured for the whole game – just in case he decides footy is better than soccer and you want his match data to be reflective of his actual participation.*



*Solution 3 – Delete the game and start again*

*Solution 4 - If you are not sure if a player is coming – include them in your team – and mark them injured (and also make a note of this for WAFC administrators) until they arrive.*

## **Notes**

*There are a number of unusual and infrequent scenarios that may pop up on match day. For example – Ipad breaks down in match. Ipad runs out of battery. User forgets to start a quarter – player arrives late to match ... etc etc.*

*The notes section of the app is accessible pre-, post- and in-game. Notes that are made will be visible to WAFC officials when they are assessing the game time from matches.*

*It is highly recommended that this feature is used if any unusual scenarios arise and explanation is required. If you are connected to wifi you can use the SIRI function to make notes.*

## **Even-up of player numbers**

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

### **Scenario 1**

*If your players are required to top up for the opposition (e.g. four different players each quarter).*

*Just make notes to reflect that this has occurred.*

*You may also just indicate that the player was injured for the quarter they are playing for the opposition – so his/her time is not recorded as bench time.*

*To mark a player as injured you need to double tap them when they are on the bench.*

### Scenario 2

*Opposition players participating for your team.*

*Set up dummy opposition players at the start of the season.*

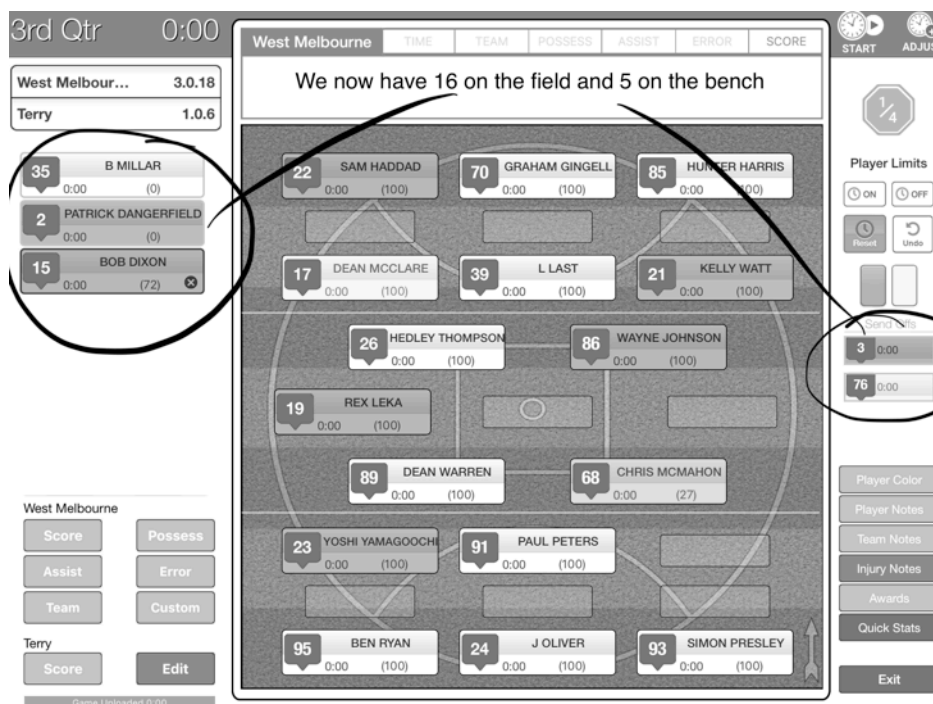
*Include them in your team list for the day.*

*If you are team low on playing numbers it may be useful to have a few designated playing numbers for top-up players.*

### Scenario 3

*If you need to reduce playing numbers during a game (to even up) the two spaces on the right side of the app (normally used for RED CARDS) can be used. If you drag one player to the right from an 18-a-side match it will reduce your playing numbers to 17 and two players it will make it a 16-a-side game.*

*Time on the right-hand side of the app will be treated the same as the left-hand side – it will be BENCH time.*



## Information for coaches at breaks and post match

*Operators are able to provide coaches with a quick snap shot of playing time and any other data at the breaks.*

*At the end of a quarter/half – if you press on the EXIT button in the bottom right corner you can access match data in various forms.*

Coaches may want to see a list of player participation to that point – one particular feature that may be of interest is the **PLAYER STATISTICS** button – which will rank players in order of participation time.

If email is configured on the Ipad individual players and their parents can be sent match data directly from the APP.

See screen shots below.

	Time	Score	Possess	Assist	Error	Custom
<b>11</b>	On Field	Bench / Injury	Forward	Midfield	Defence	
SAVAGE DANI...	Q1: 0:10	0:37 / 0:00	0:00	0:00	0:10	
No: 11	Q2: 0:00	0:00 / 0:00	0:00	0:00	0:00	
Rank: 11	Q3: 0:00	0:00 / 0:00	0:00	0:00	0:00	
Total: 21%	Q4: 0:00	0:00 / 0:00	0:00	0:00	0:00	
	FT: 0:10	0:37 / 0:00	0:00	0:00	0:10	
<b>13</b>	On Field	Bench / Injury	Forward	Midfield	Defence	
DOSSER GAR...	Q1: 0:13	0:34 / 0:00	0:08	0:00	0:05	
No: 13	Q2: 0:00	0:00 / 0:00	0:00	0:00	0:00	
Rank: 10	Q3: 0:00	0:00 / 0:00	0:00	0:00	0:00	
Total: 27%	Q4: 0:00	0:00 / 0:00	0:00	0:00	0:00	
	FT: 0:13	0:34 / 0:00	0:08	0:00	0:05	
<b>16</b>	On Field	Bench / Injury	Forward	Midfield	Defence	
HUNT JACK	Q1: 0:14	0:33 / 0:00	0:14	0:00	0:00	
No: 16	Q2: 0:00	0:00 / 0:00	0:00	0:00	0:00	
Rank: 9	Q3: 0:00	0:00 / 0:00	0:00	0:00	0:00	
Total: 29%	Q4: 0:00	0:00 / 0:00	0:00	0:00	0:00	
	FT: 0:14	0:33 / 0:00	0:14	0:00	0:00	
<b>18</b>	On Field	Bench / Injury	Forward	Midfield	Defence	
FITZGERALD...	Q1: 0:16	0:31 / 0:00	0:00	0:16	0:00	
No: 18	Q2: 0:00	0:00 / 0:00	0:00	0:00	0:00	
Rank: 8	Q3: 0:00	0:00 / 0:00	0:00	0:00	0:00	
Total: 34%	Q4: 0:00	0:00 / 0:00	0:00	0:00	0:00	
	FT: 0:16	0:31 / 0:00	0:00	0:16	0:00	
<b>7</b>	On Field	Bench / Injury	Forward	Midfield	Defence	
SPURLING BY...	Q1: 0:31	0:16 / 0:00	0:00	0:31	0:00	
	Q2: 0:00	0:00 / 0:00	0:00	0:00	0:00	

Cancel **Player Notes - WRATTEN JACK - Round 16 - 24 Feb 2019** Send

To:

Cc/Bcc, From: murray.bird@me.com

Subject: Player Notes - WRATTEN JACK - Round 16 - 24 Feb 2019

Q3 0:58 - Great attack on the ball and second and third effort

PLAYER STATISTICS

TIME:  
 On Field - 91:52  
 Injury - 1:31  
 Forward - 0:03  
 Midfield - 91:32  
 Defence - 0:17

SCORES:  
 Goal 3

Use the player notes function to email players

## Emails from Interchanger

The account manager, club coordinator and WAFC will receive an email if a player does not reach 50% game time on match day. This feature is purely there to bring notice to this event. There may



*be reasons for the player not reaching a game threshold (e.g. user error on the App – they forgot to mark the player injured – the player arrived late) and notes should be made by way of explanation.*

## **Cumulative data for the whole season**

*This data can be viewed on the website and be shared with others via the INVITE OTHERS function. LOG IN on [www.interchanger.com.au](http://www.interchanger.com.au) - go to TEAMS – all data for each quarter, each game and the whole season will be available.*

## **Other features that may be used (contact [murray@interchanger.com.au](mailto:murray@interchanger.com.au) if you would like more information)**

1. Allows coach coordinators or other appropriate personnel to view data of all teams
2. Measures time: forward/midfield/back/bench/injury
3. All data on the website – where player's time in position per-quarter, per-match and for the season are clearly displayed. Players can be ranked with the push of a button
4. Player's total percentage game time clearly visible throughout the match
5. Allows for 3-, 4- and 5-way rotations; Caters for send-offs and red and yellow cards
6. Record goal kickers
7. Handy button to add time if you miss the start of a quarter
8. Produces an interchange report
9. At breaks, rank players in order of time on ground with the push of a button
10. Relay scores and goalkickers live via Facebook and Twitter

## **Stats**

*Contact us to add the stats package for FREE in 2019. [murray@interchanger.com.au](mailto:murray@interchanger.com.au)*

*See videos on the [www.interchanger.com.au](http://www.interchanger.com.au) - SUPPORT page.*

## **Live Scores (free service)**



*Scores, goalkickers and sponsors can also be relayed live via our STATUS LIVE App – you will need to be connected to wifi and contact us for a MATCH NUMBER.*

*Sponsor logos will also need to be provided.*

*This feature was trialed successfully in 2019 by numerous senior and junior clubs.*



Round 14  
FT



Dunsborough  
**46**  
7.4

Bunbury  
**20**  
3.2

1.0	<b>Q1</b>	2.0
3.3	<b>Q2</b>	0.1
1.0	<b>Q3</b>	1.1
2.1	<b>Q4</b>	0.0

Goal Scorers

A KONGRAS (2)  
J Miles (1)



