



## MyRugby Manager Game Day App User Guide

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## Getting Started

Download the official MyRugby Manager mobile app for your rugby union from the App Store or Google Play.

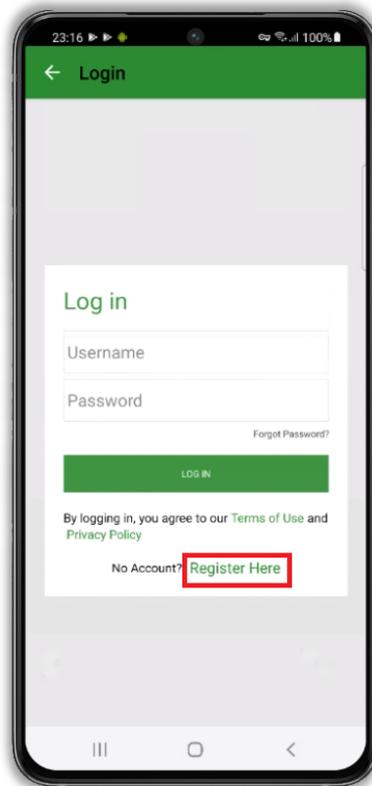
To be able to submit a team sheet and/or score a game you are required to login to the app. The first step to gain access to your team is to enter the scorer code for your team. Your club administrator will provide you with the scorer code for your team.

To begin, tap on **SIGN IN** and **Register Here** (if you are a new user) or enter in your login details and tap on **LOG IN** (if you are an existing Sporty user).

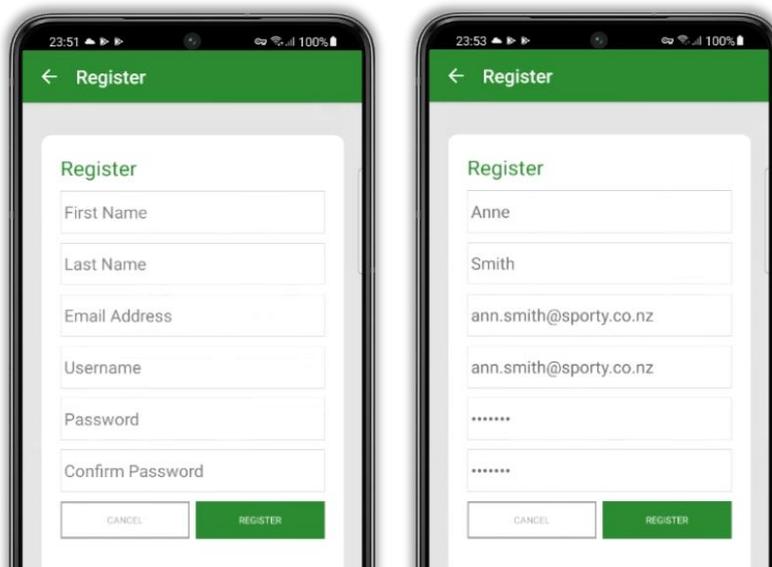


## For new users

If you are new to Sporty and do not have a Sporty account, tap on the **Register Here** option.

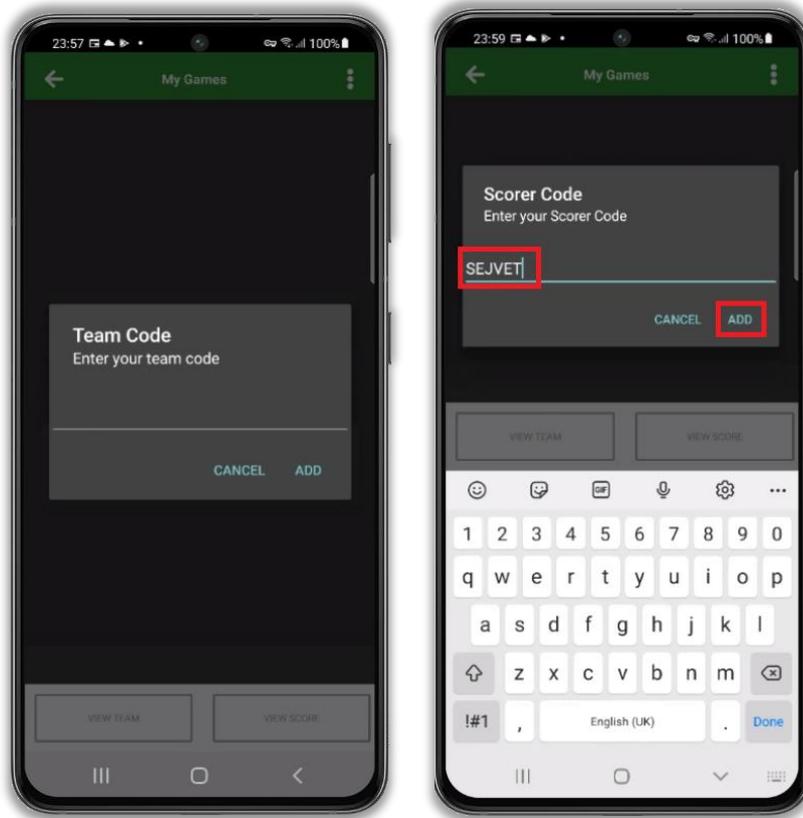


Enter your name and email address. A username will pre-populate for you, but you can change this if you wish. Choose a password, then re-renter. Tap on **REGISTER**.

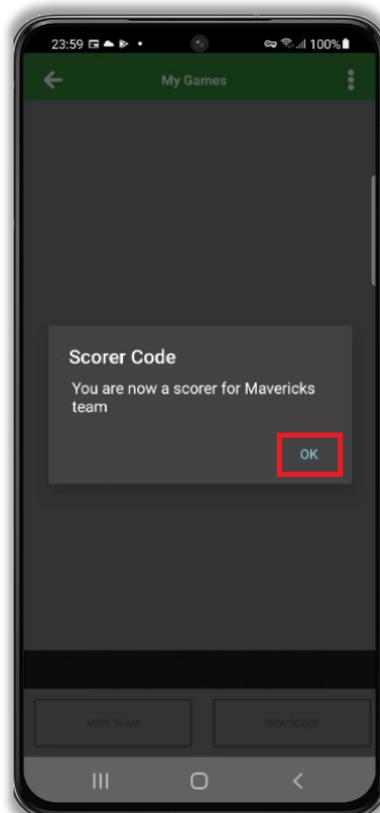


A confirmation message will appear at the bottom of the screen stating “Your registration is successful you will now be signed in.”

You will be prompted to enter your team code, and tap **ADD**.



A message will come up confirming the team you now have scorer access. Tap **OK**.

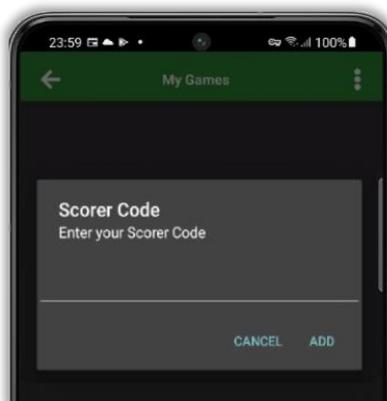


## For existing users

If you are an existing Sporty user but have never logged in to the app to score, when you first login in you will be taken to a blank screen. Tap on the 3 dots icon in the top right corner of the screen.

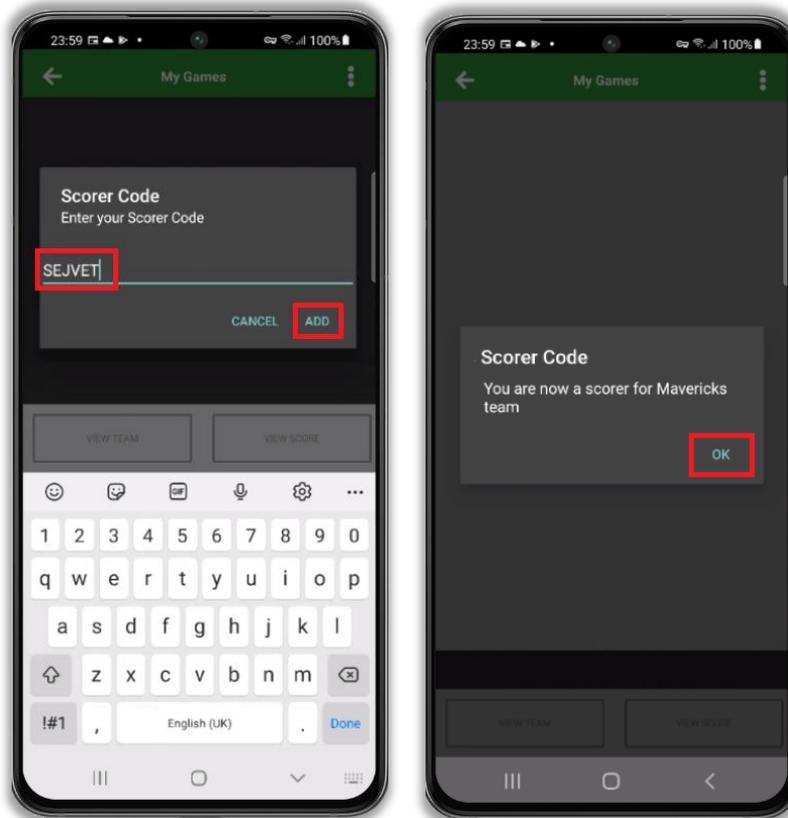


A pop up will appear. Tap on Scorer Code.



Enter the 6-digit scorer code given to you by your club or school and tap **Add**.

*Note: The scorer code is letters only and is not case sensitive.*

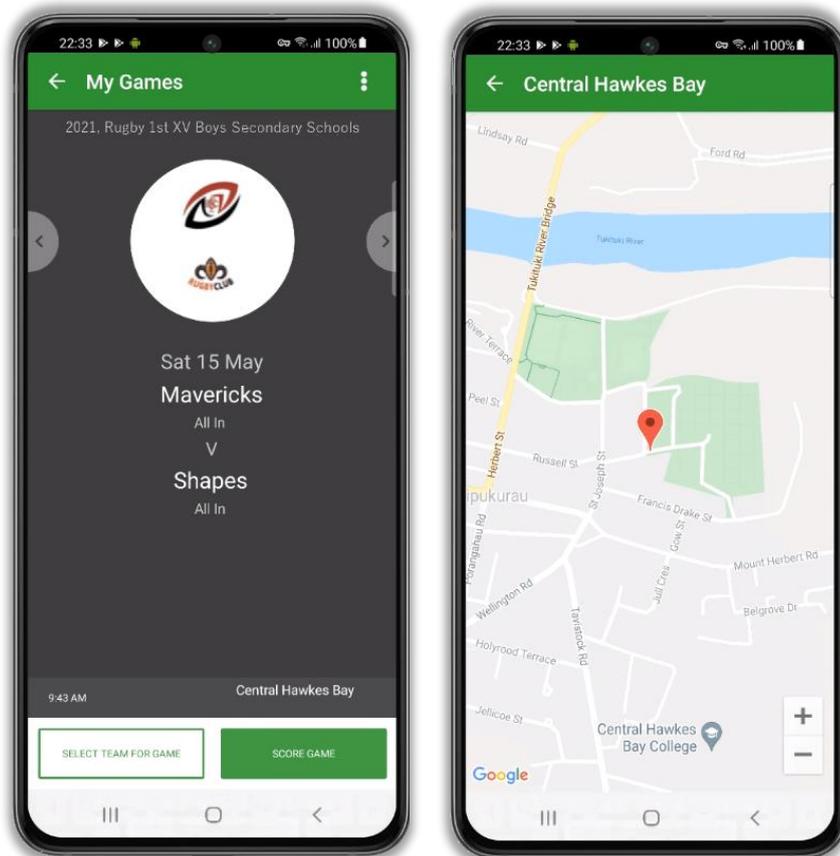


You will receive a confirmation message, tap on **OK**.

The app will now re-load to display the fixtures scheduled for your newly added team.

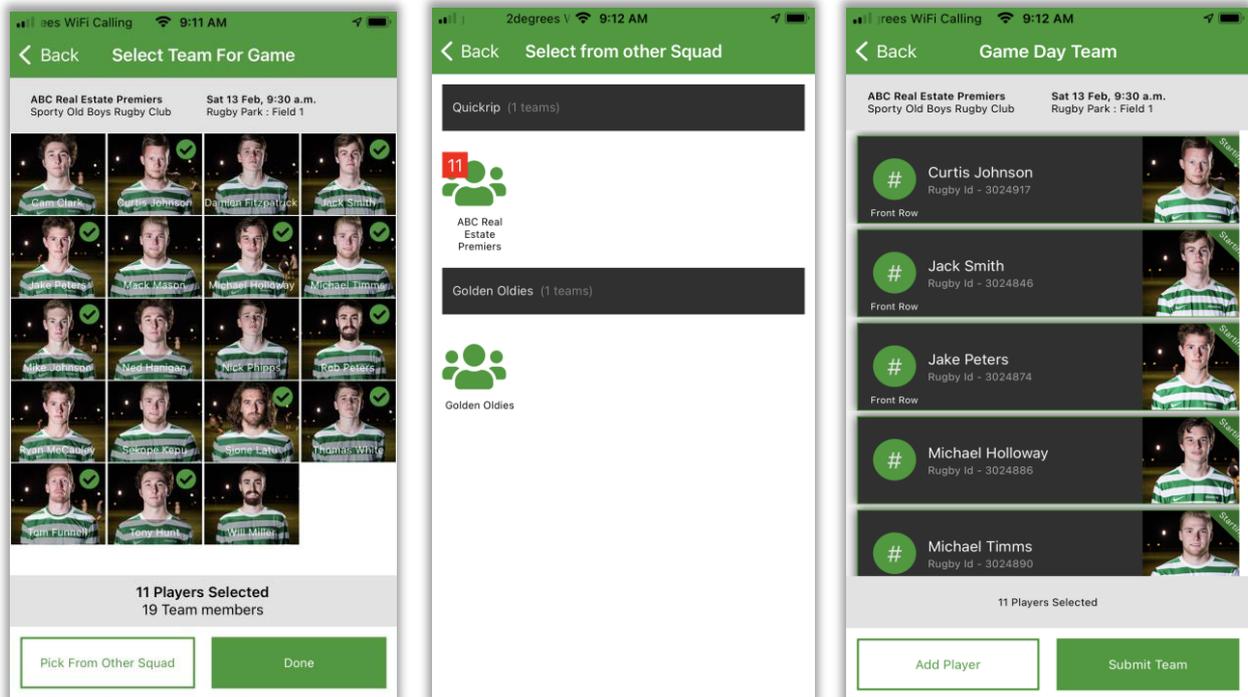
You can repeat these steps as many times as you need in order to register as a scorer for many teams and you can use the same login to be a scorer for more than one club or school

Once you login, a playlist of your upcoming games is displayed. Swipe to the left or right to view your past or future games. You can tap on the name of the venue to see a map of its location.

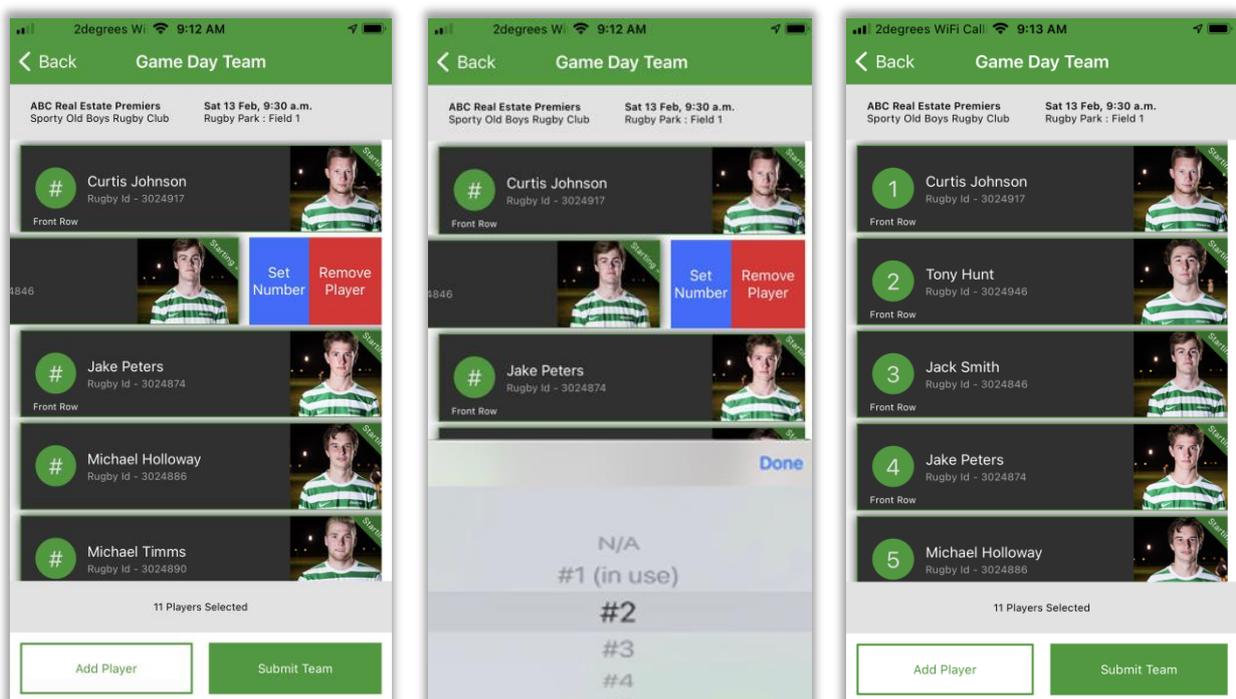


## Team Selection

If you have permission to be a **Team Admin** you can tap the button to **Select Team For Game**. This will display the squad of players allocated to your team by your club or school in Sporty TeamBuilder™. You can tap each player to select or deselect them. Selected players show a tick. If you want to select players from other squads, tap the button to **Pick From Other Squad**. Once you have selected all the players for your game, tap the **Done** button and your Game Day Team will be listed.

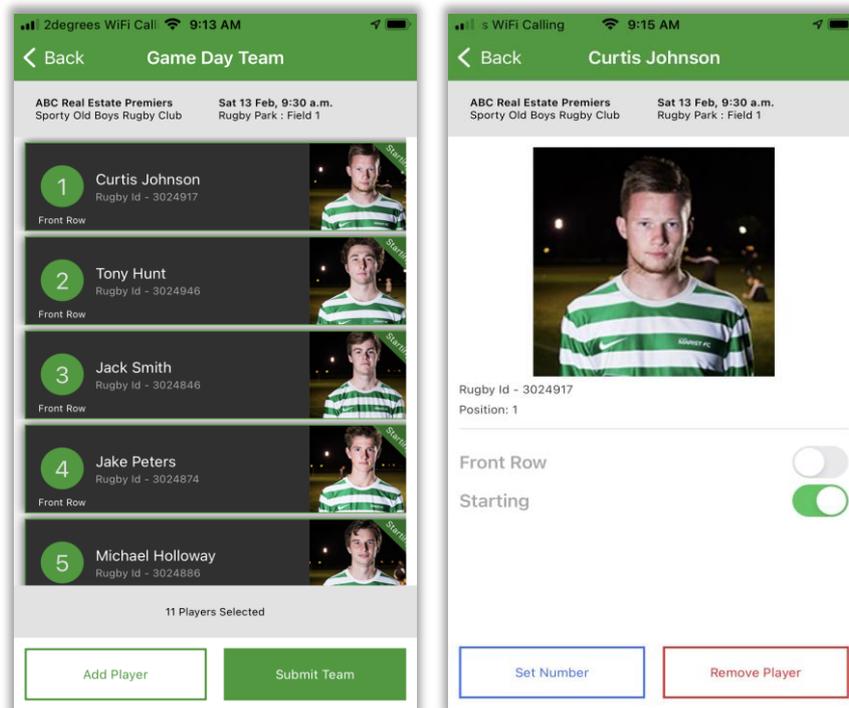


You can set a jersey number for each of your players. Just swipe the player to the left, then tap the blue **Set Number** button to select a number for the player and tap **OK**. When a jersey number has been selected, it will appear in the picklist for assigning other player numbers as "in use". (Note: this does not prevent the jersey number from being selected again.)



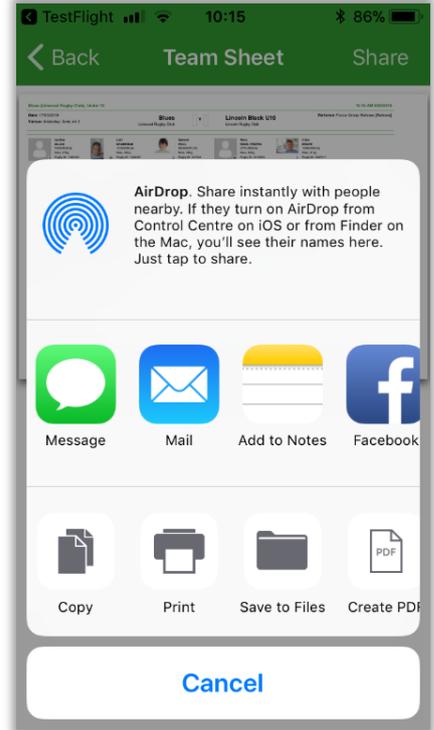
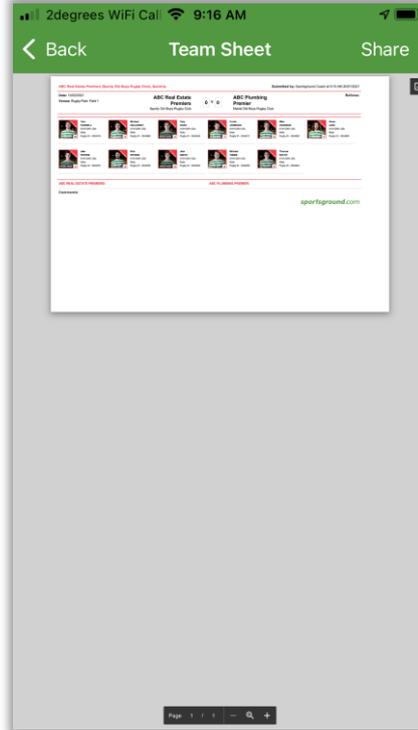
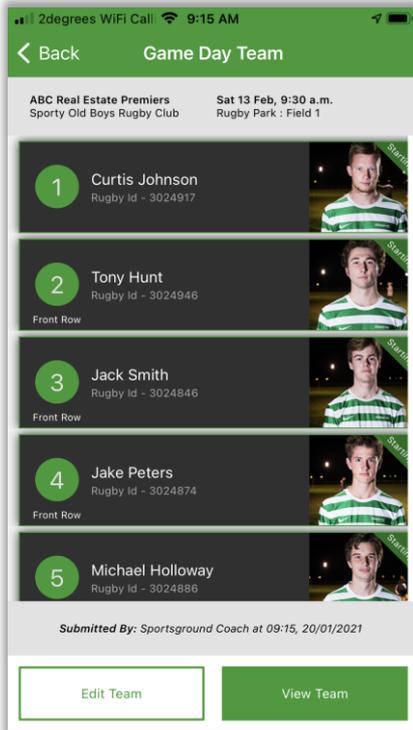
*Note: you can also remove players from your Game Day Team by swiping a player to the left and tapping the button to **Remove Player**. This is the same as deselecting a player.*

By default, the numbers 1, 2, 3, 16 and 17 will be identified as front rowers and players numbered 1-15 will be identified as starting players. You can amend this by tapping the “Starting” text on the top right of the player image to add or remove this identifier. Alternatively, you can tap on a player’s name to open their record and toggle off/toggle on the Front Row or Starting player identifier.



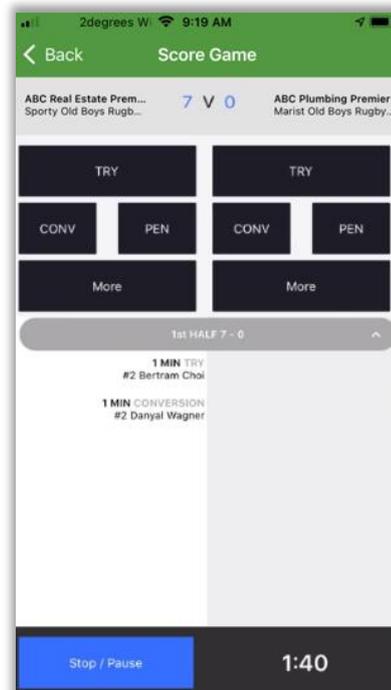
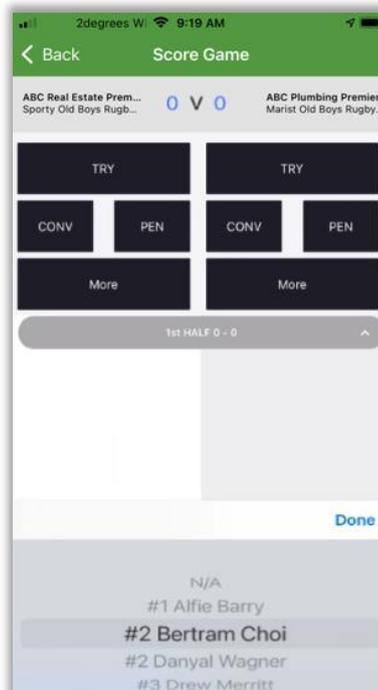
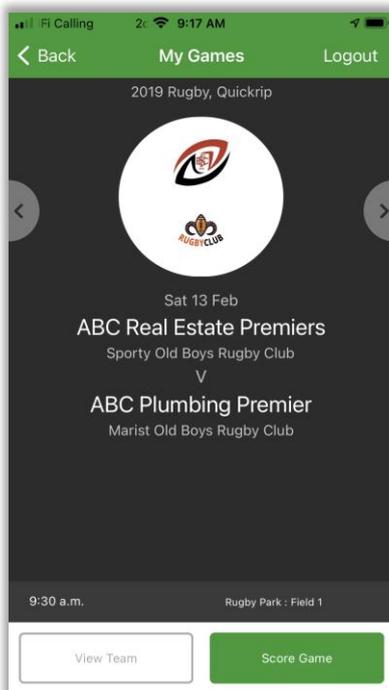
Once you have finished, tap the **Submit Team** button to confirm your team selection.

Once you have submitted your team sheet, your opposition will be able to view it by tapping your club logo for the game in their mobile app. You will also be able to view their team sheet by tapping their logo for the game in your play list. You can also view your Team Sheet as a PDF and easily share it via email.



## Scoring

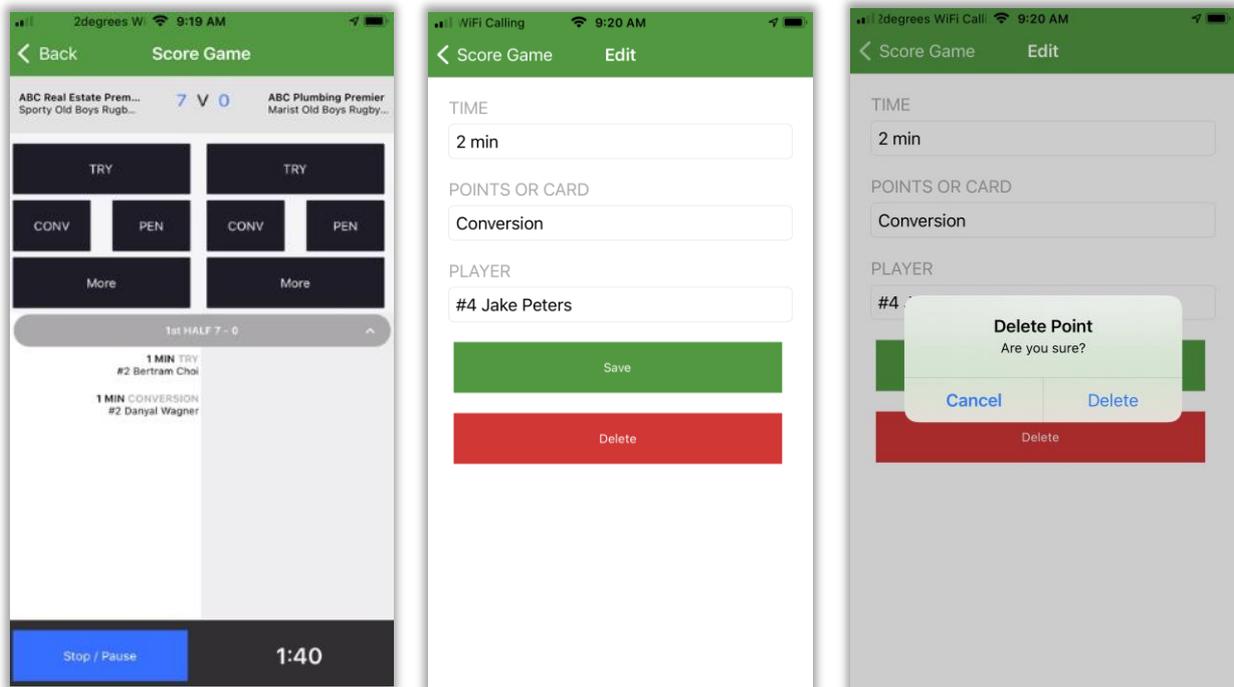
If you have permission to be an unofficial **Scorer** or an **Official Scorer** (referee) you can tap the button to **Score Game**. This will display buttons on each side of the screen to score for each team in the game. Firstly, tap the Start button to start the game.



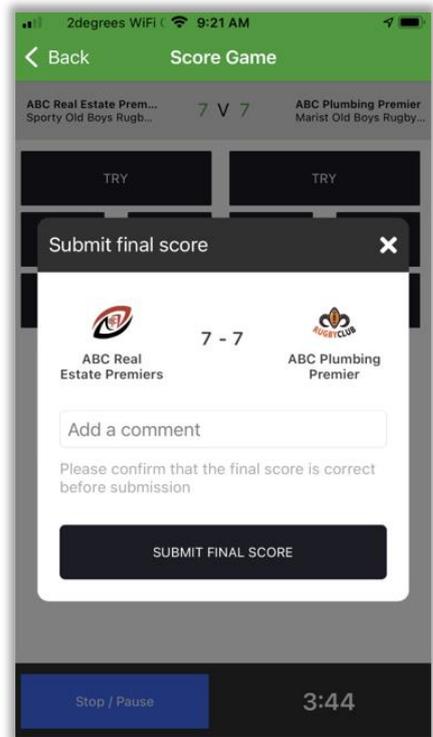
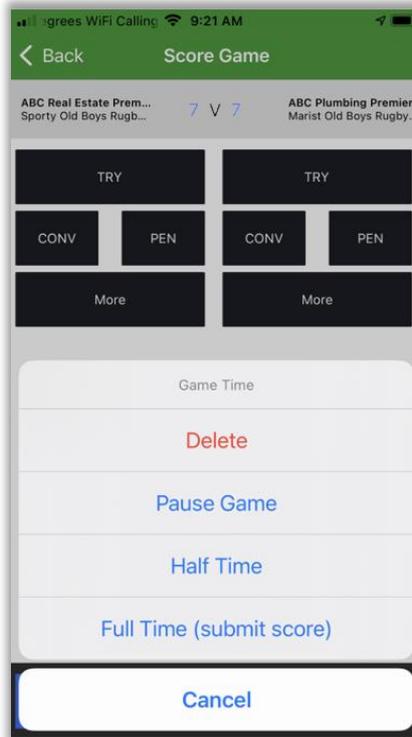
Add scores to each team by tapping a scoring button, then assign the score to a player. If the player is unknown, select **NA**.

*Note: Use the **More** button to record less frequent game events such as Drop Goals, Penalty Tries, Red Cards or Yellow Cards.*

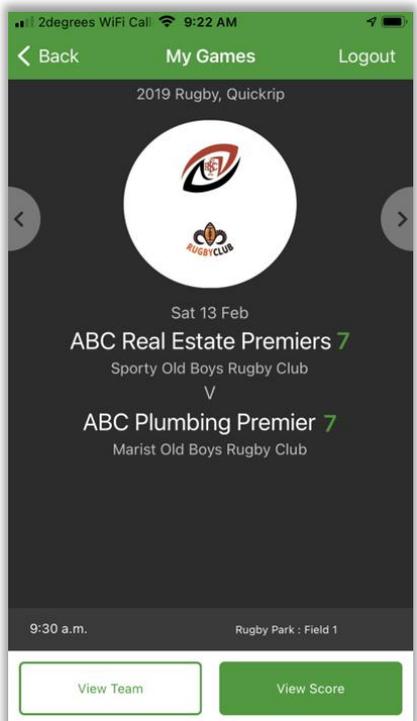
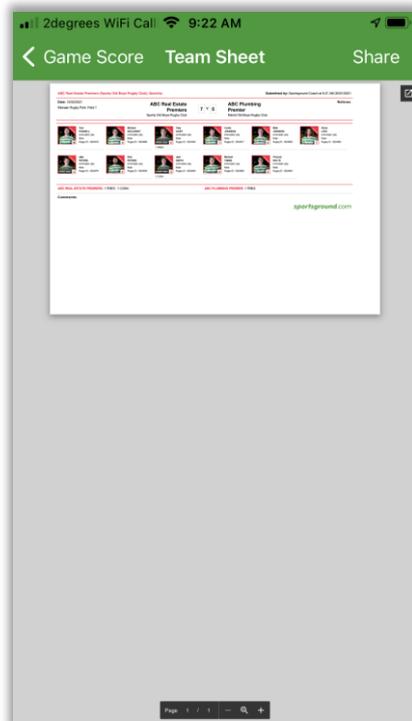
As you continue to score the game, the scores will appear blue to indicate that the scoring is live and ongoing. The app will build a timeline of events in the order of time submitted under each team. You can tap any event from the timeline to change or delete it. If you tap the Delete button to delete an event, the app will ask you to confirm.



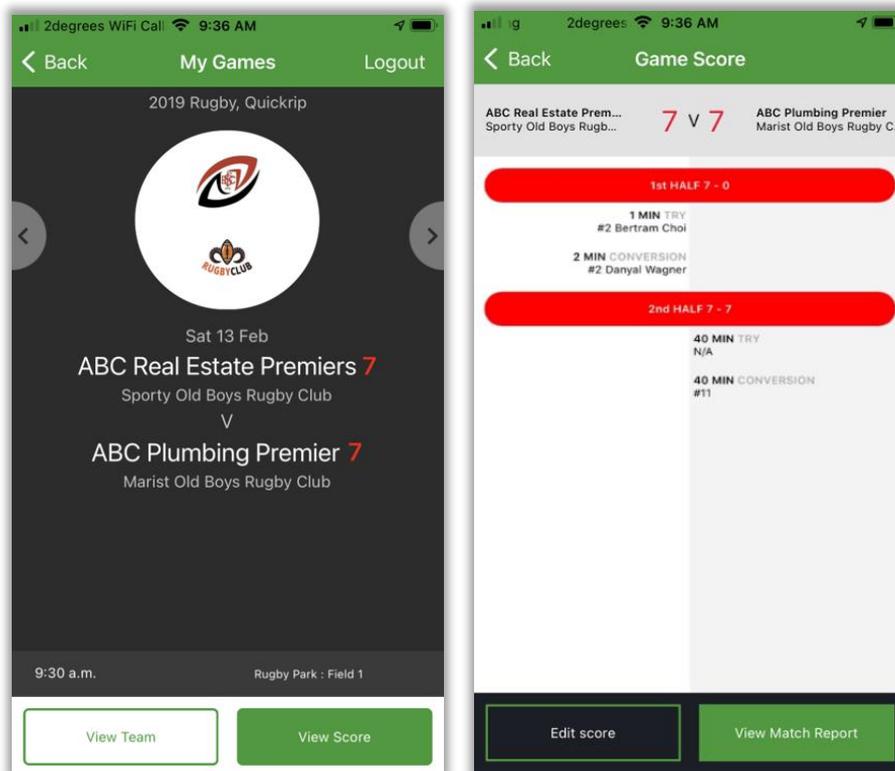
To stop or pause the timer, tap the **Stop/Pause** button. This gives you options to pause the game, delete your scoring altogether, generate a half time score or to submit your score after full time. If you choose to generate a half time score, the timer will automatically proceed to the time the second half should start (e.g., 35 minutes or 40 minutes) and the match summary will break down the game into 1st and 2nd half events inside the app. When you select **Full Time (submit score)** you are given the opportunity to add a comment to your Match Report (for example, to comment on the condition of the playing field). Then click **Save (submit score)**. The scores will then change from blue to green (or red if contested).



You can tap the **View Match Report** button to see a completed PDF of your match report for the game. The final score will become displayed against the game in your play list.



When you submit your score, the results are automatically submitted to your Rugby Union to update the competition results and standings table. You cannot 'undo' your submission if you are an official scorer or you are the only unofficial scorer. However, if an opposing team submits a differing result, the home team score will display in RED instead of Green in the App, and when you tap **View Score** you will be provided with the option to **Edit Score**.



## App Connectivity

**Loading for the first time.** When you login to the app for the first time, please ensure your phone is connected to the internet (either WiFi or data network). The app will download all your relevant game information the first time you login, including the details of players in the grade for your team and two grades above/below your grade. This may take a minute or two, depending on the total number of players.

**Working offline.** The app has been built to work offline. However, if you intend using the app without internet connection it is recommended that you launch the app while online before the game to sync in any recently updated game information.

When the app is open and you have little to no connection, you will see a bar with a message: **Poor connection, app is offline. Click here to reconnect.** [Click here to reconnect.](#)



Note that you will be unable to select players from other squads or see the opposition team sheet whilst offline and if you try to submit a teamsheet, you will see the message: **Team sheet not sent.**



To reattempt to send the teamsheet, you will need to close and reopen the app and click on the Officials icon.

On a similar note, when you try to submit your score when offline, the message will read: **Results not sent.**



When you are back online, close and reopen the app and click on the Officials icon to submit your score.

**Live Scoring.** The public view of game day results will show the home team scorer's submissions in blue as the game is being played. When the final score has been submitted by either team the result will change to Green (Confirmed) or Red (Contested)