

MARIST CANBERRA FOOTBALL CLUB DRIBL INSTRUCTIONS




PART A: PRE-MATCH INSTRUCTIONS


The following tasks must be completed by at least **30 minutes prior to kick-off**.

STEP 1 – OPEN DRIBL AND LOG IN

Select the DRIBL app on your mobile phone



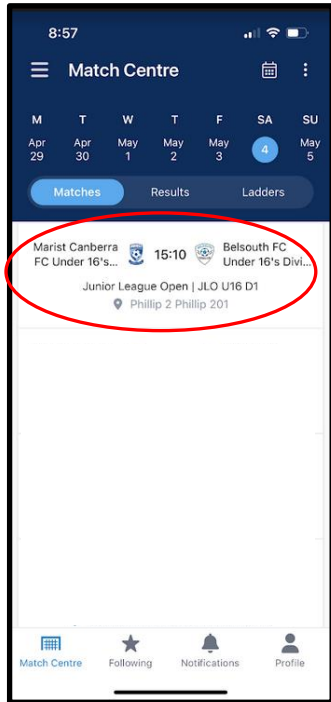
Login to DRIBL using your registered email and password



STEP 2 – LOCATE FIXTURE AND MATCH SHEET

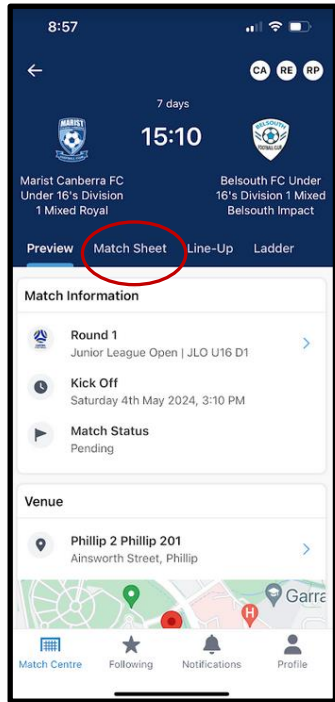
Click on the date of your match from the top calendar menu. Your fixture on that day will appear.

Select your match. Make note of whether you are the home or away team.

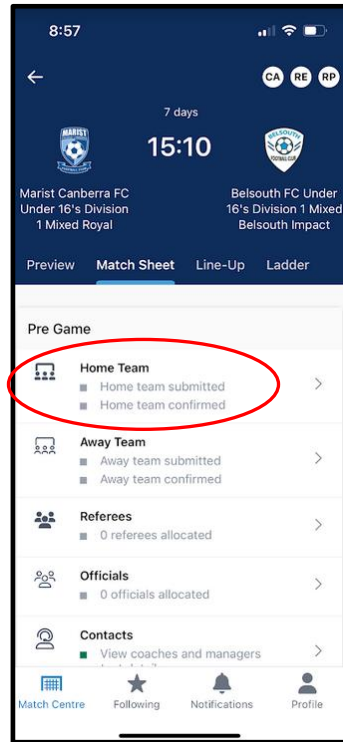


You will be taken to a *Preview* screen which shows all the details of your match.

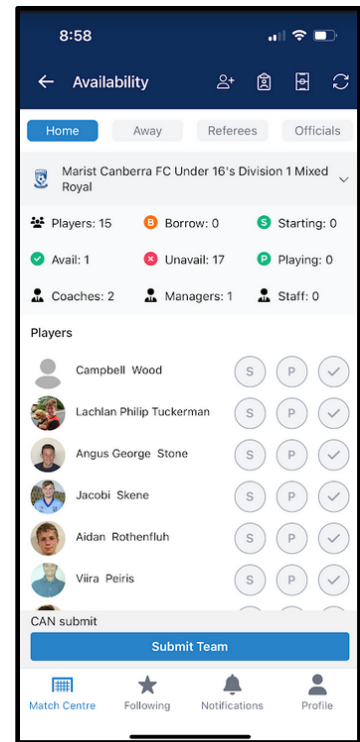
Select **Match Sheet** in the top menu bar.



Once in the *Match Sheet* select your team i.e. **Home Team** or **Away Team** depending on where you are playing.



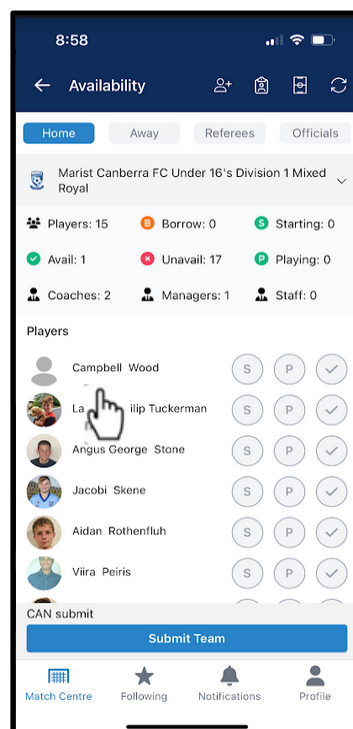
A listing will appear displaying all the players, coaches, and managers that have been mapped to your team.



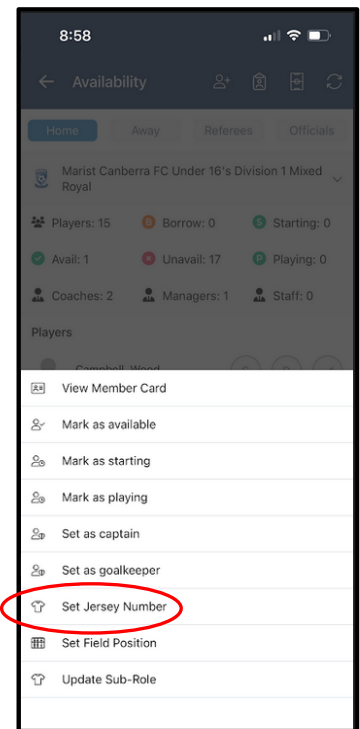
STEP 3 – ADD JERSEY NUMBER TO EACH PLAYER (1ST WEEK ONLY)

In the first week you will need to assign a jersey number to each player. In subsequent weeks these jersey numbers will automatically appear in the match sheet.

To assign a jersey number, tap on the first player's name.

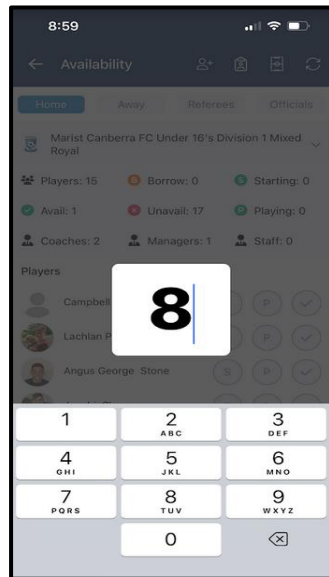


A menu will appear. Select **Set Jersey Number**



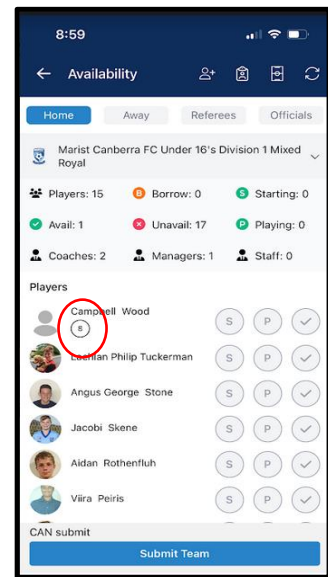
Enter the jersey number using the number pad and then click back on the player screen.

Repeat for each player.



The jersey numbers will now appear under each player's name.

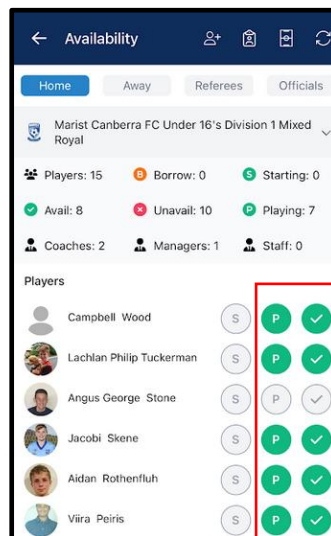
They will also automatically appear in the team listing in the following weeks.




STEP 4 – SET AVAILABILITY OF PLAYERS

You need to indicate which individuals (players, coaches and managers) will be at the match. For those attending, tap on the grey ✓ (far right-hand side) next to their name. This will turn into a green ✓ and the P circle will also turn green. This indicates that the player will be playing.

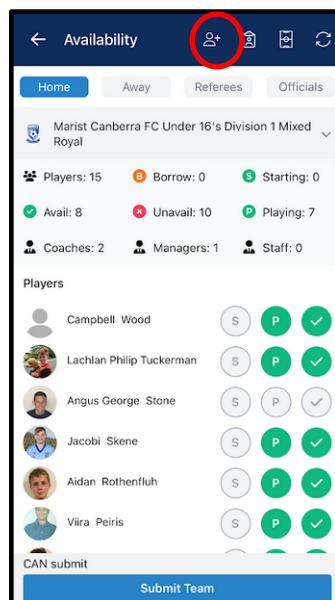
Ignore the S circle - this is not used in community league.



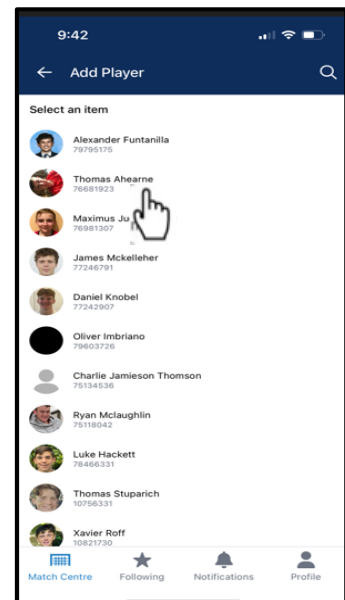
STEP 5 – BORROWING PLAYERS (if required)

If any additional players will be joining your team for the match, click on the  icon on the top right menu bar

Select **Borrow Player** from the menu that appears

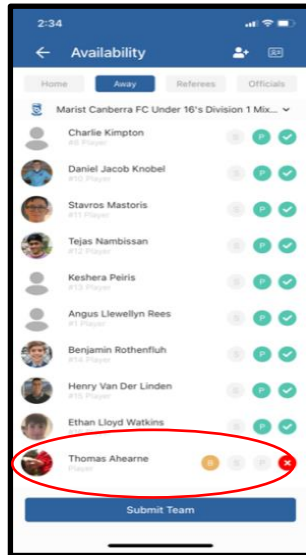


A listing of available players will appear. Click on the player that you are borrowing.



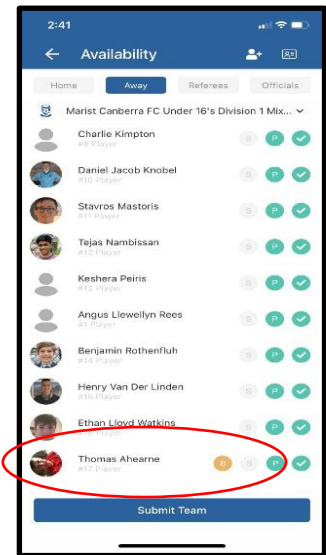
The borrowed player's name will now appear in your team listing.

Assign the player a jersey number (step 3) and set their availability (step 4).



The borrowed player is now available.

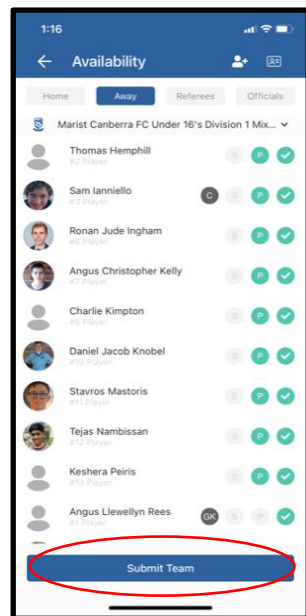
A yellow **B** appears next to his name to indicate to the opposition team that he is borrowed.



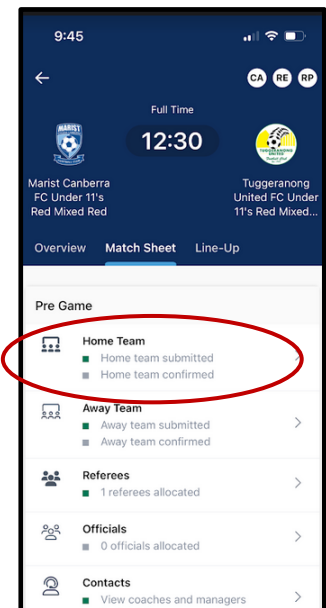
STEP 6 – SUBMIT TEAM

Click on the blue **Submit Team** button at the bottom of the screen.

Select the back arrow ← at the top left-hand corner of the screen to return to the *Match Sheet* screen.



Back in the *Match Sheet* screen, your fixture will now show that your team has been submitted



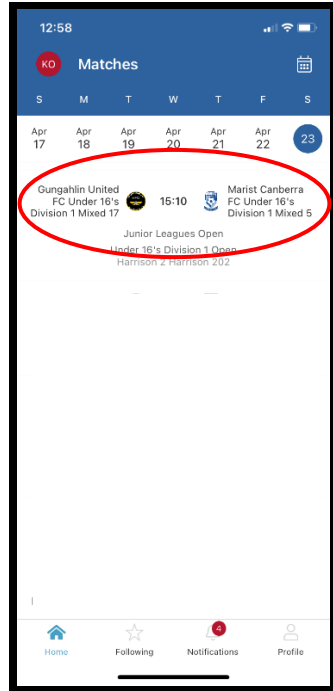
PART B. CONFIRM OPPOSITION TEAM

The following task must be completed approximately 15 minutes prior to kick-off.

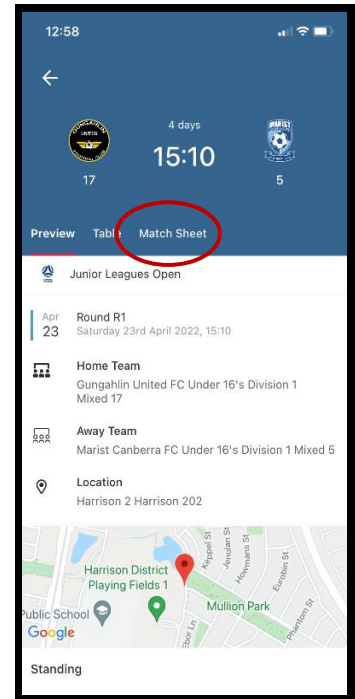
STEP 1 – LOCATE FIXTURE AND MATCH SHEET

Your fixture on that day will automatically appear.

Select your match. Make note of whether you are the home or away team.



From the *Preview* screen select **Match Sheet** in the top menu bar.



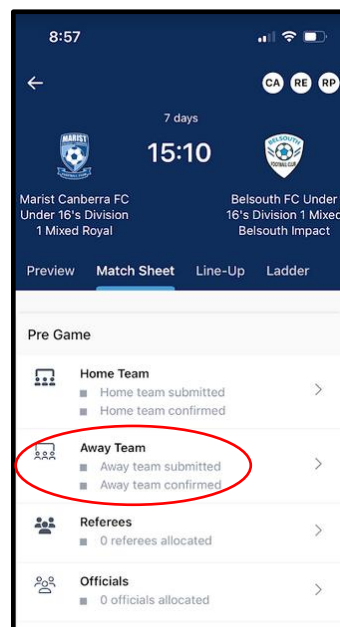
STEP 2 – CONFIRM OPPOSITION TEAM

You are required to review and confirm the **Opposition Team** at least 15 minutes prior to kick off.

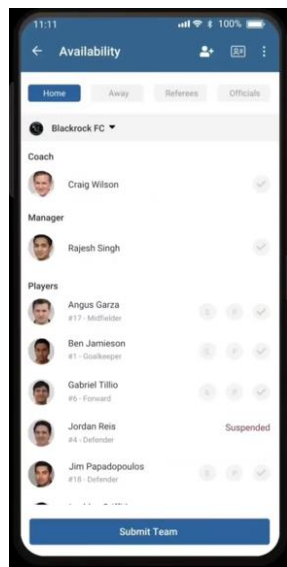
You can only do this if their team is showing as “submitted” in the *Match Sheet* screen.

If this hasn't happened, don't worry about this step.

If the Opposition Team has been submitted, to confirm them click on their name on the *Match Sheet*.

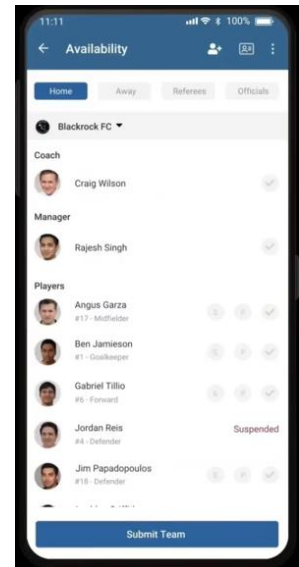


The opposition team listing will be displayed, including the coach/es, manager and all players.



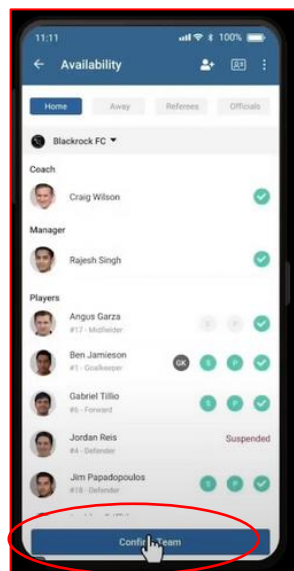
Have a review of the opposition team and make sure everything looks reasonable.

With community league there's not really a lot that you can check.



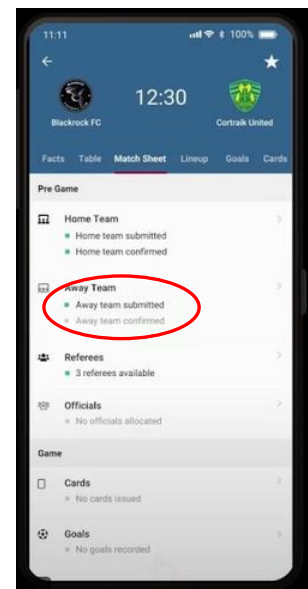
Once you are satisfied with the opposition team, select **Confirm Team** (bottom of screen).

Select the back arrow ← at the top left-hand corner of the screen to return to the *Match Sheet* screen.



In the *Match Sheet* screen you will be able to see that the opposition team has been confirmed.

If your team has not been confirmed yet, locate the opposition manager and request they undertake the same process.

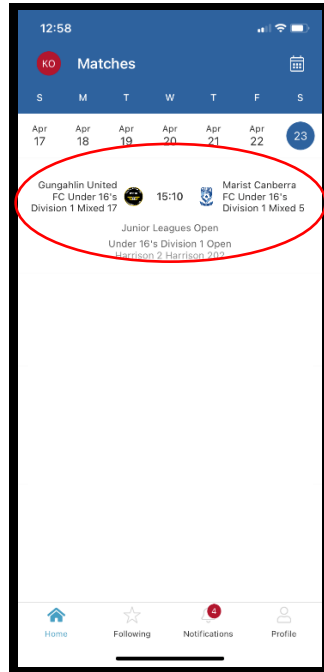


PART C. ENTER SCORE AFTER MATCH

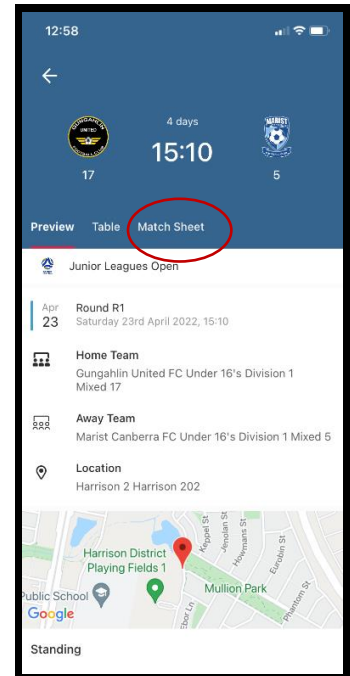
At the end of the match the score needs to be entered by both managers and the referee. Please locate both parties, agree on the score and **enter immediately**.

STEP 1 – LOCATE FIXTURE MATCH SHEET

In the *Home* screen select your match.

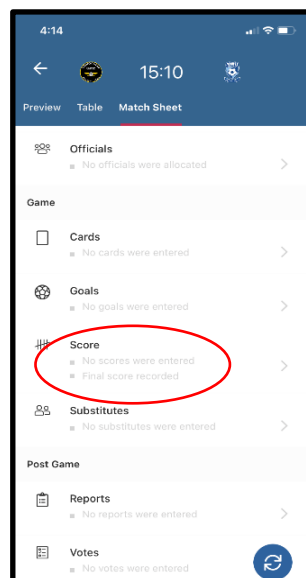


In the *Preview* screen select **Match Sheet** in the top menu bar.



STEP 2 – ENTER SCORE

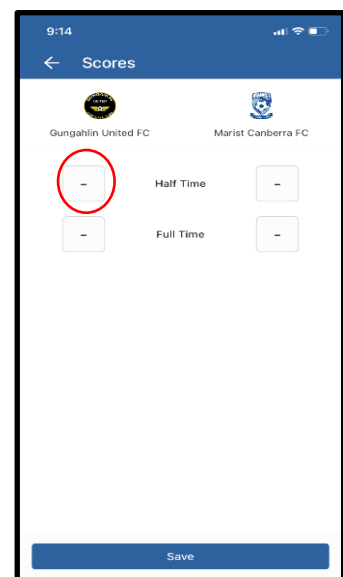
In the *Match Sheet* screen select **Score** under the *Game* heading.



The **Score** screen will appear.

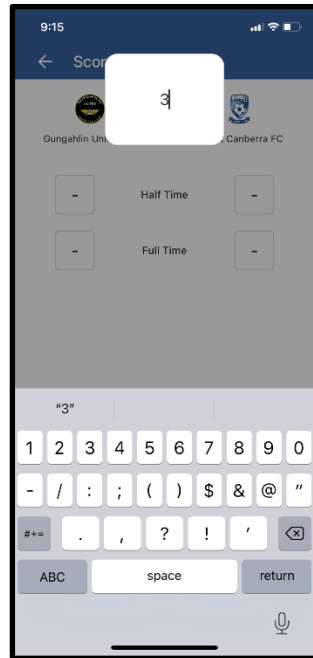
First select the half time score box for the home team.

NOTE: U10 and U11 teams only have to enter the full time score



Enter the number of goals scored by the home team using the number pad.

Repeat for the away team and for the full time score.

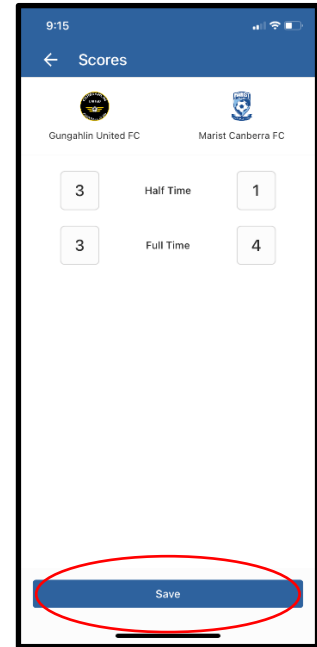


Double check the score.

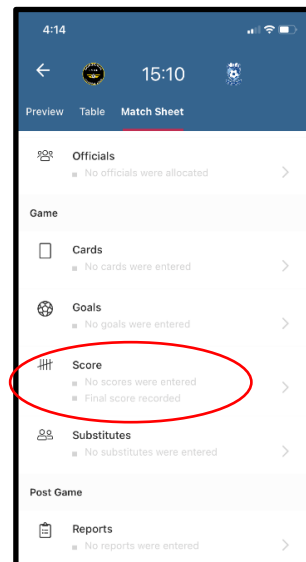
Ensure that the home team is on the left and away team is on the right.

Select **Save** at the bottom of the screen.

Select the back arrow ← at the top left-hand corner of the screen to return to the Match Sheet screen.



Back in the *Match Sheet* screen you should now see that the score has been submitted.



IF THERE ARE ANY PROBLEMS ENTERING THE SCORE. PLEASE EMAIL THE HALF-TIME AND FULL TIME SCORE TO scores@maristfootball.com.au

PART D. RAISE A DISPUTE (if required, do ASAP after match)

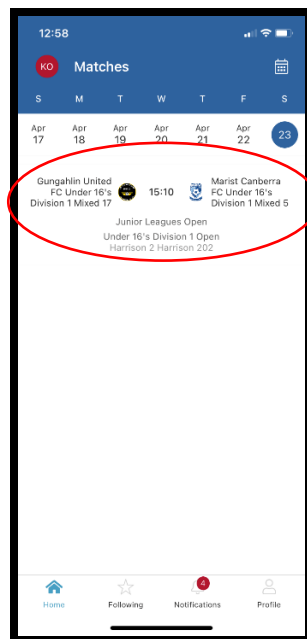
You can raise a *Dispute* in DRIBL if there is a problem with any of the following:

- **Score** – you disagree with what has been entered by the opposition or referee.
- **Yellow or red cards** – have been recorded against the wrong player. Do *not* use this to dispute whether the card was warranted. Raise this with the Club President separately.
- **Player eligibility** – you believe one of the opposition players is not eligible to play.

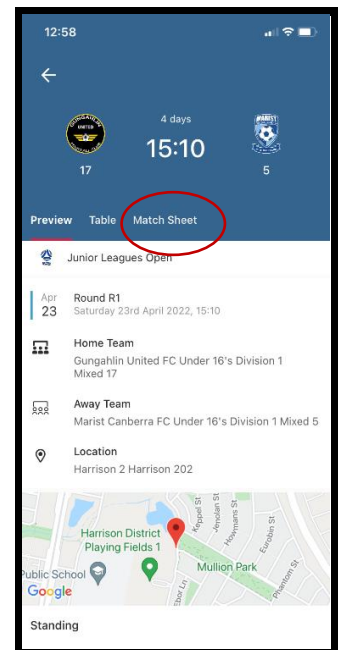
If you have any other **significant** concern or issue (e.g. behaviour of opposition, referee decision) do not raise a dispute in DRIBL, instead please email the President ASAP president@maristfootball.com.au.

STEP 1 – SELECT FIXTURE AND MATCH SHEET

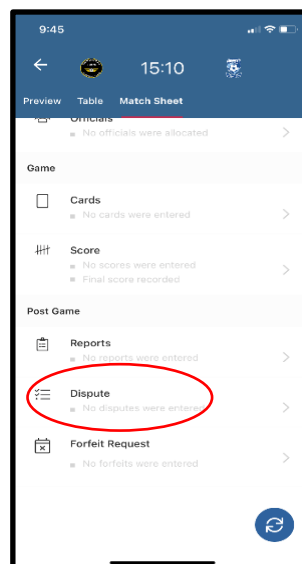
In the *Home* screen select your match.



In the *Preview* screen select **Match Sheet** in the top menu bar.



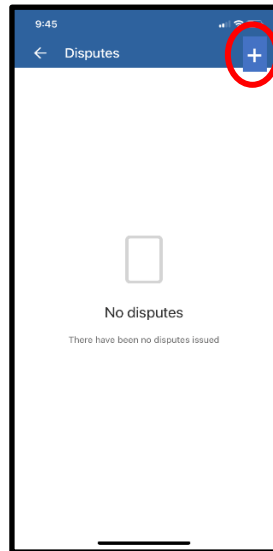
In the *Match Sheet* screen:
Select **Dispute** under the *Post Game* heading.



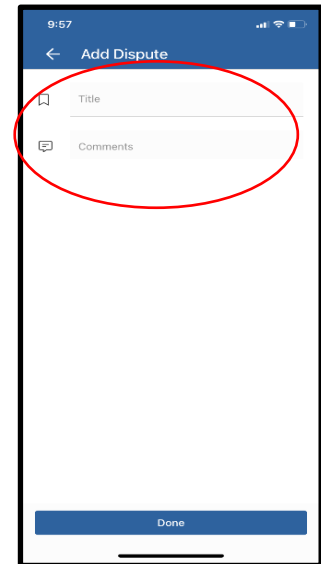
STEP 2 – ENTER DETAILS ABOUT DISPUTE

The *Disputes* screen will appear.

Select the **+** icon in the top right-hand corner.



Enter the details about the dispute by completing the **Title** and **Comments** section.



STEP 3 – DOUBLE CHECK DETAILS AND SUBMIT

Once you have entered the details, double check the information and select **Submit**.

Select the back arrow **←** at the top left-hand corner of the screen to return to the match sheet.



Back in the *Match Sheet* screen you should see that a dispute has been recorded.

